EXCLUSIVE PICTURES OF GAMES FOR THE 32X AND SATURN SYSTEMS!

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

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Volume 5, Number 4
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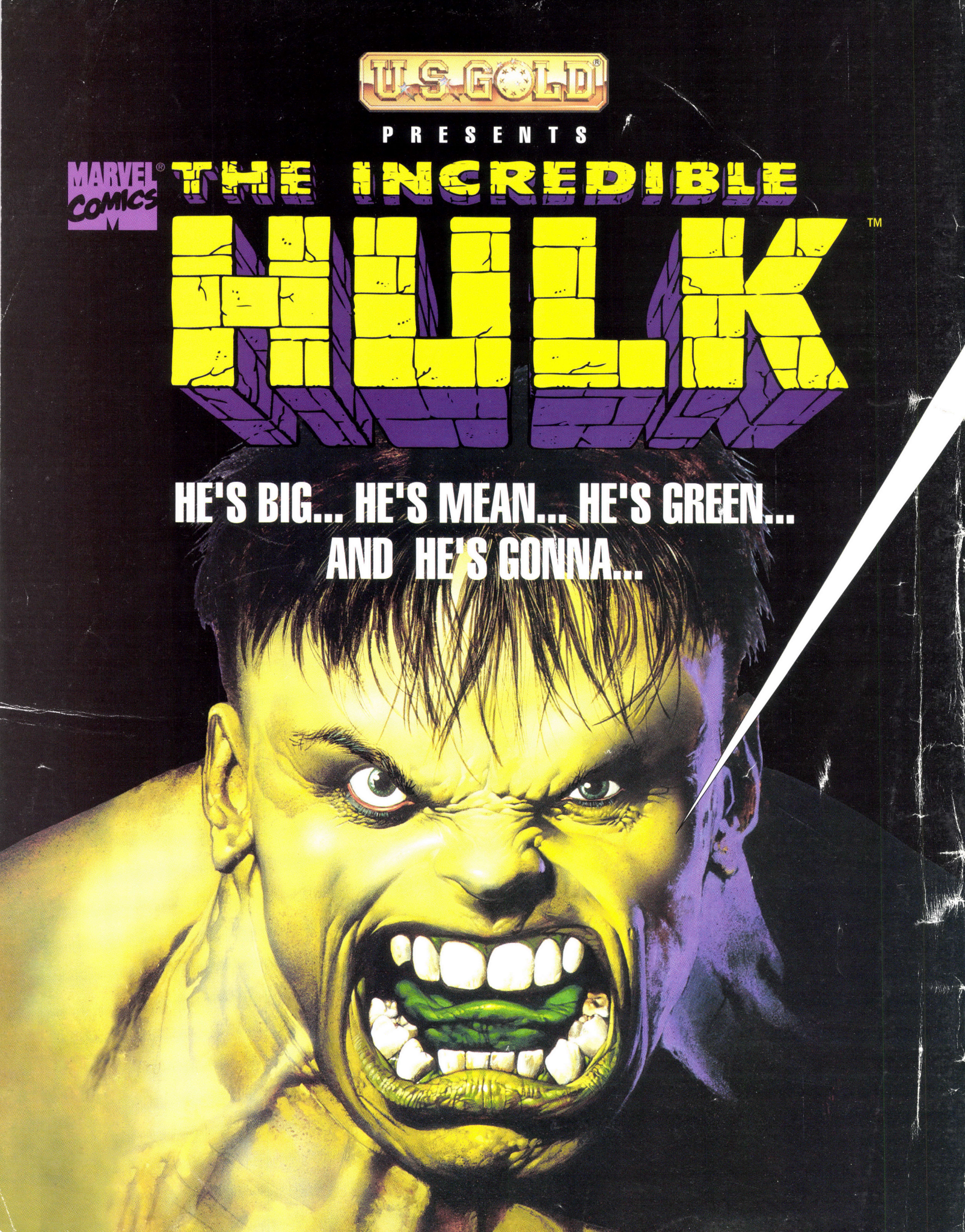
U.S. GOLD®

PRESENTS

MARVEL® COMICS

THE INCREDIBLE HULK™



...SMASH, BASH, CRASH, AND TRASH EVERYTHING IN MY PATH!

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August 1994

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CONTENTS

If It's Hot, You'll Find It In Mega Play!

6 - MEGA MAIL - Are you pondering a certain Sega issue? Let Mega Play enlighten you with gaming wisdom!

12
HI-TECH SEGA
Take a peek at Sega's 'next level' with their upcoming 32-Bit system, the 32X.

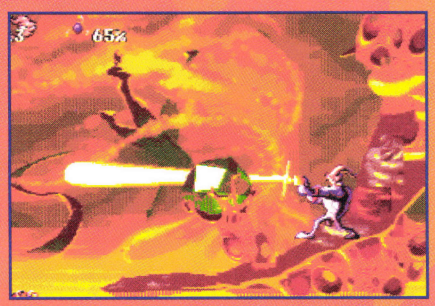
24
COMING ATTRACTIONS
A double whammy! Samurai Shodown and Fatal Fury Special will be released soon for the Sega CD. Check it out here first!

16 - MEGA TRICKS: *FATAL FURY 2, SHADOWRUN, MEGA TURRICAN, CASTLEVANIA BLOODLINES, CHUCK ROCK II: SON OF CHUCK, VIRTUA RACING, REVENGE OF THE NINJA.*

24 - COMING ATTRACTIONS: *ETERNAL CHAMPIONS CD, DUNGEON MASTER II: SKULLKEEP, RISE OF THE ROBOTS, MORTAL KOMBAT II, BEAVIS & BUTT-HEAD, SAMURAI SHODOWN, FATAL FURY SPECIAL, DYNAMITE HEADDY, SPARKSTER, ESPN SPEEDWORLD, CONTRA HARD CORPS, VIEW POINT, POWER INSTINCT, BOOGERMAN, SHINING FORCE II, COLLEGE FOOTBALL.*

60 - MEGA REVIEWS: *ART OF FIGHTING, BATTLETECH, BRUTAL CD, BUBBA N' STIX, FATAL FURY 2, SHINING FORCE II, SONIC SPINBALL, SUPER STREET FIGHTER II, TINHEAD, VAY, ZERO TOLERANCE.*

36
MEGA PLAY STRATEGY GUIDE
Earthworm Jim burrows into gamers' funny bones and we have captured all of his crazy antics in four zany pages. Find out how to do all the right moves and become the victor!



40
MEGA PLAY PREVIEWS
Yipes! Marvin the Martian has captured Taz for his intergalactic zoo. Can you rescue the lovable Tazmanian devil or is he doomed to be an exhibit forever? Check it out in previews!

VIRTUAL BART

who needs reality?

Yipes! Bart's stuck in a virtual reality machine! Enter the Jurassic era as Dino Bart. Face a post-apocalyptic Springfield as Doomsday Bart. Deploy your diaper-chute as Baby Bart. Hog the spotlight as Pork Factory Pig Bart. Then there's the butt-squeaking thrill-ride down the dangerous Mt. Splashmore and more!

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MATT GROENING

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MEGA MAIL

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NINTENDO GOES TOO FAR...

I am writing this letter as a response to a two-page Super Nintendo advertisement in recent magazines. I think that all of this "Mode 7" stuff is pathetic. I haven't seen a game yet where it has made the game more fun. It makes most games harder to control, even after only having a four-way pad. So far I haven't seen anything the Super NES can do that the Genesis can't. Also, in the advertisement, it stated that the Genesis only has 256 colors, and, from what the Genesis box says, it has 512 colors. Genesis also has so many more good sports games than the Super NES. The ad also says that Sonic would move just as fast on the Super NES, but all I see on the Super Nintendo is slow-moving Mario. Why haven't they come out with a fast-paced game like Sonic 3? Super Nintendo isn't all that super, and Nintendo is giving a lot of low blows to Sega. With the Genesis just getting better, the Sega CD turning into a good system, the 32-Bit Saturn and Super 32X coming out, plus the Sega Channel and AT+T Edge 16, how can Nintendo compare?

Donald Pearson
Gainesville, FL

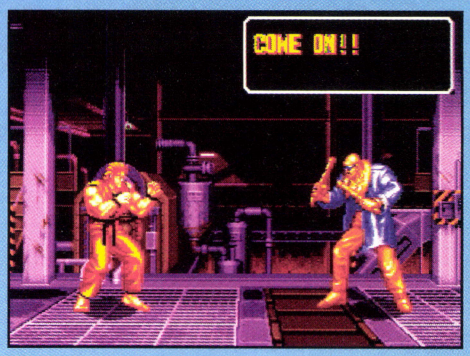
(Ed. Don't be too hard on Nintendo just yet. They are changing, especially in terms of game ratings. However, you do make some valid points. The Genesis does have some excellent sports games (like EA's NHL and the Madden titles), and Mode 7 is a bit on the over-hyped side. However, the Genesis system does have some limitations—primarily in the sound department (listen to the gargled voices on Super Street Fighter II and Dragon's Revenge), but they do have some excellent games that blow away similar titles for the Super NES, like Shinobi III and Gunstar Heroes. And, yes, Sega does have a CD-ROM peripheral and a 32-Bit system waiting in the wings, but Nintendo also has its Project Reality system coming up, and Nintendo's upcoming Donkey Kong Country shows great promise with their 32-Bit technology. The fight isn't over, but Nintendo is hardly down for the count.)

Did Nintendo go too far with this two-page advertisement circulating in game magazines? A reader says yes.

MORE NEO•GEO

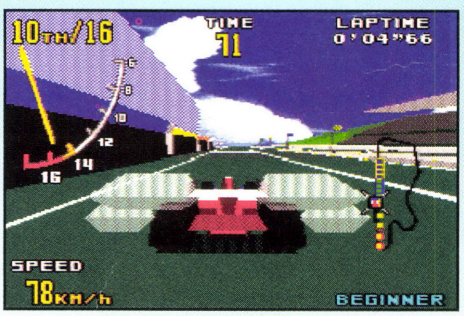
Will any Neo•Geo games besides Samurai Shodown be coming to Sega CD? I was hoping that since Sega did World Heroes and Art of Fighting, they might get other SNK games. When will Art of Fighting come to the Genesis? On your Virtua Racing review you said that the SVP chip achieves better graphics by utilizing 256 colors. Is this increasing the on-screen colors? If so, could games be made to use the chip only for the extra colors? If they could, would Sega CD games be able to somehow use it?

Chris Chappell
St. Joseph, MO



Art of Fighting will be out for the Genesis, but will it have a Sega CD version?

(Ed. Yes, the arcade smash Samurai Shodown is coming to the Sega CD system courtesy of JVC (and the Genesis system courtesy of Takara). As for World Heroes and Art of Fighting, there are no Sega CD versions planned, but the Genesis version of the latter should be hitting the stores about now. If Neo•Geo arcade versions are your bag, you will be happy to learn JVC will also be doing a Sega CD version of the fighting smash Fatal Fury Special (see our Coming Attractions section on page 24 for more on the game). And if fighting games for the Sega CD are what you are really looking for, you may be happy to learn there will be a version of Eternal Champions for that system (with new animations, sounds, and fighters—including a fighting chicken). As for your question about the Sega Virtua Processor (SVP) chip, Sega will not use that cartridge chip anymore. The SVP chip did not add any more colors to the game, it was solely used to handle the polygons and make the game play faster. The one, and only, game that does use that technology, is Virtua Racing. As that chip will not be used again, it is doubtful it will be used with the Sega CD system in the future.)



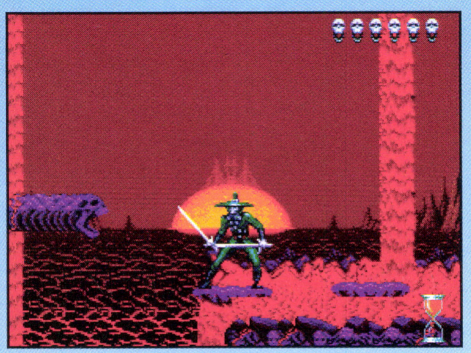
Virtua Racing used the SVP chip, but it didn't add any colors to the game.

LOOKING FOR
A GAME WITH
SOME TEETH?

CRT WARNINGS

I have a few questions about the CRT warnings. The warnings say, "avoid extended use of fixed image program material as it can cause a permanent shadow image on the picture tube." I have an expensive TV (not projection), so I would like to know: 1) Is this a common problem? 2) Are certain video games or colors more susceptible? 3) How long is "extended use of a fixed image?" Certain games have corner icons that never move. 4) Is there certain TV settings to prohibit this? I would hate to damage my picture tube on an RPG.

Derek S. Russell
Seattle, WA



Chakan is one game that has stationary backgrounds and icons.

(Ed. You should be careful about which games you give extended play on your TV set. Some have backgrounds that remain stationary (like Cool Spot and Global Gladiators), and can burn an image into your television set if you play them too long. However, you must let such images sit on the screen for quite some time for them to burn in. The easiest way to avoid such problems is to turn the game off briefly, or switch to a television station periodically—anything to change what is on the TV screen. Yet, corner icons can be troublesome. Some games have screen savers (like Rock 'N' Roll Racing for the Super NES). The entire screen may darken when you pause it, or a different sub menu may appear when you pause, as is the case with several RPGs. To ensure no burn-in, you may want to put something new on the screen every hour when playing a video game.)

WOLFENSTEIN 3-D

Now that Super Nintendo has taken all the good and healthy spurting blood and death out of Wolfenstein 3-D, do you think that Sega will come out with a translation of Doom (for IBM PC) that keeps all its original nastiness?

Michael Madlam
Nawaimo, BC

Wolfenstein will be coming out for the Genesis without the 3-D in the title.

(Ed. Good news! Wolfenstein is coming to the Genesis system, but more importantly, Doom will be coming to the 32X system for those of you who couldn't get enough of the PC version. As for keeping the blood intact, it is very likely it will stay as close to the PC version as possible, with the ratings system and all.)

MORE CASTLEVANIA

I've been a fan of the Castlevania game series ever since I played the first one for the NES when it first came out. Suffice it to say, I also purchased Simon's Quest, Dracula's Curse and the Super NES one. When Bloodlines came out, I got it immediately and liked it quite a lot. I was wondering if there were going to be any more Castlevania games for Genesis or for any other system. I heard about a CD version in Japan, but I can't find it here. Also, will the company that makes the game, Konami, have another Contra?

Alexander Cody
Madison, WI

(Ed. Yes, Castlevania Bloodlines was a worthy entry to the series, but so far there is no word on a sequel for the Genesis system. The CD game you are referring to is for the PC-Engine and is called Dracula X. Unfortunately there are no plans for a U.S. release of this excellent game. Perhaps with the upcoming 32X and Saturn systems, there will be another Castlevania entry, but at present there is no word on a sequel—for any system. There is, however, a Contra game coming out for the Genesis called Contra: Hard Corps. It will be 16-Meg, non-linear, and will have several warriors to choose from. There is more information on this game in our Coming Attractions section.)

Will there be more Castlevania games for the Genesis system?

MORE RATINGS

I read a magazine about MKII and I heard that it will not have any blood or fatalities. I've been thinking that if you guys don't have any blood or fatalities, then Street Fighter II will probably beat you guys because at least it has a little bit of blood. I can tell my Sega Genesis is just dying to play MK II. I'm sure the other kids feel the same way.

Joshua Miller
Lawrenceville, GA

(Ed. Not only is Mortal Kombat II coming out for the Genesis with blood, but the Super NES counterpart will also have blood and fatalities. Nintendo is going to have a ratings system like Sega's to rate video games! It seems Nintendo learned the lesson to give consumers what they want. Obviously this game is going to be a very big item when released, and in our next issue we should have some in-depth coverage. Is Mortal Kombat III around the corner?)

BITE

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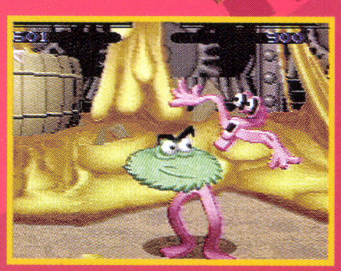
You Guys Finally Made It To Sega. What Do You Say?



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Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.

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So, invite Bad Mister Frosty, Ickybod Clay, Helga and the rest of the gang over for a thrashin', bashin' , non-stop brawl on your SEGA™ GENESIS™ system.

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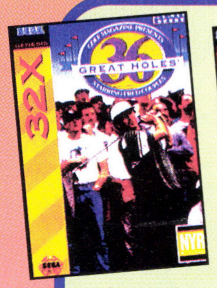
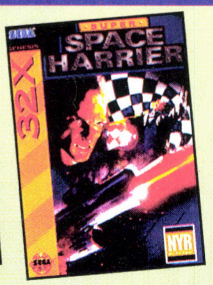
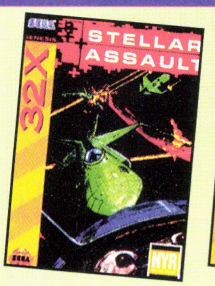
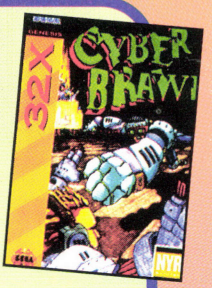
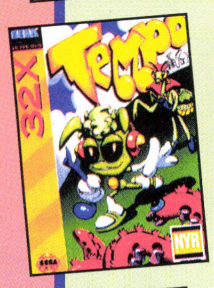
HI-TECH SEGA

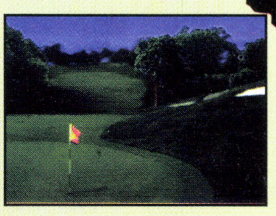


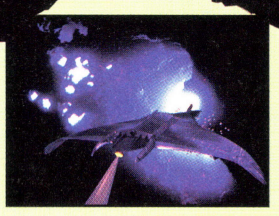


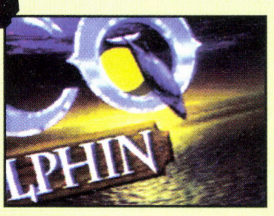


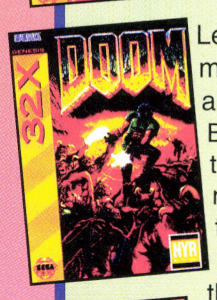


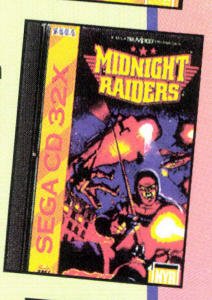


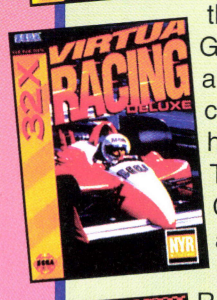


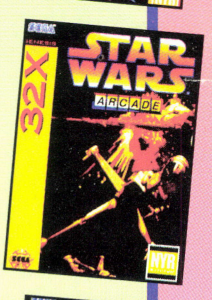


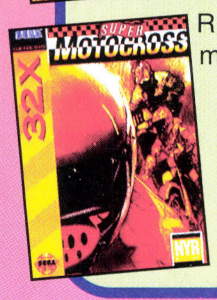


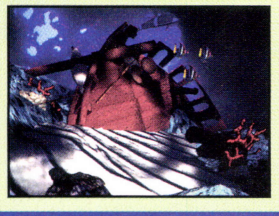


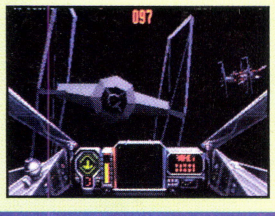


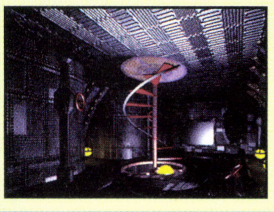


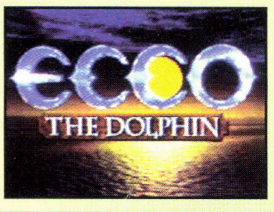












As their motto says, "Welcome to the Next Level," Sega is putting their money where their mouths are with their upcoming 32-Bit systems. The earliest of these two, the 32X, is more of a system upgrade than a stand-alone peripheral. The 32X plugs into the top of the existing Genesis hardware peripheral, and can deliver 32,768 colors (the Genesis only has 64 on-screen colors). The 32X uses the existing Genesis 68000 processor along with a new VDP. It also uses two 32-Bit SH2 RISC chips (running at 23 mHz/40MIPS) to allow 50,000 polygons to be rendered each second. The retail price for the 32X will be under $150, with a fall release planned.

Already, several companies have signed on to publish games for the 32-Bit system. Some of these include Absolute, Accolade, Activision, American Software Toolworks, American Technos, Atlus, Capcom, Core, Crystal Dynamics, Domark, Gametek, Hi Tech Entertainment, Interplay, JVC, Konami, Playmates, Sunsoft, Takara, Vic Tokai, Virgin, and Acclaim.

The 32X peripheral plugs into the top of your Sega Genesis!

The first games for the 32X should be released in November. Some of them are conversions of arcade games like Star Wars Arcade and Super Afterburner. Doom, Virtua Racing Deluxe, Super Motorcross, and Fahrenheit CD are some other releases also in production.

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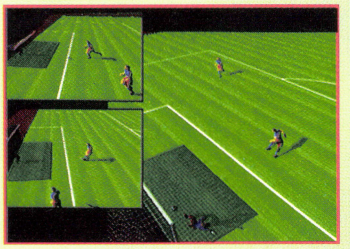
SEGA SATURN

THE SEGA SATURN, GAMES REVEALED!

Incredible graphics and sound will put you in the driver's seat when the racing game Daytona USA hits the Saturn.

Shinobi X will continue the popular ninja series.



The Saturn will also have Victory Goal ready.

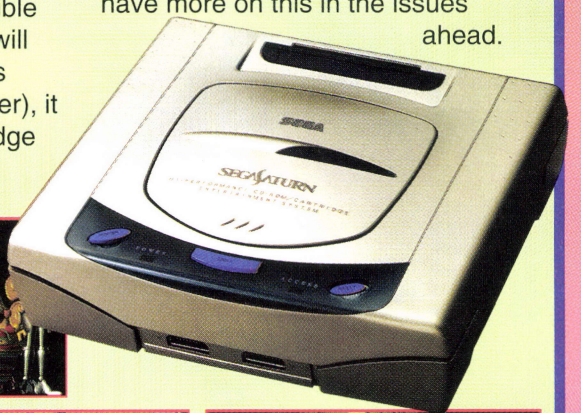
After the release of the 32X, Sega will launch their 32-Bit Saturn system (in the U.S.) in April of 1995. At the Tokyo Toy Show this June, however, what was finished of the system was on display. One of the most anticipated titles, Virtua Fighters, was only 30 percent complete, but nonetheless, looked very impressive. Another hot title, Daytona, is also in the early stages. There was some scaling and rotation shown of a car driving on a flat plane, but there is still much left to do. One game, an original creation, Clockwork Knight, sported incredibly lifelike graphics. The game is a side-scrolling adventure, where the hero (a knight) must rescue a princess in a huge toy world setting.

Already, there are over 170 licensees for the system. Some of these include such heavy-hitters as Capcom, Konami, Data East, Bandai, Hudson, Kemco, Koei, Konami, Namco, Sunsoft, Vic Tokai, Taito, Takara, and Virgin, among many others.

Just like the arcades, there will be a joystick for the Saturn.

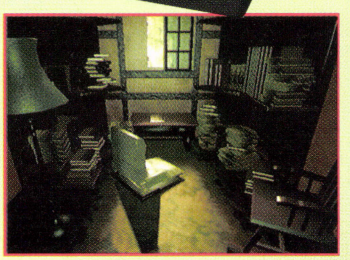
One of the most asked questions about the system concerns compatibility. Unfortunately, games for the Sega Saturn will not be compatible with games for the 32X. There will also be no Saturn system that is cartridge-only (as rumored earlier), it will only be available with cartridge ***and*** CD-ROM interfaces. As for the price, Sega is hoping to keep it under $500. The controller for the system will be a standard six-button controller (finally) and will have an optional arcade stick peripheral.

In the arena of ever-growing systems (the Sony PlayStation, the upcoming NEO•GEO CD-based system, not to mention Nintendo's Project Reality system), the Sega Saturn has a lot to live up to. We'll have more on this in the issues ahead.



Atmospheric flight scenes in the fantasy Panzer Dragoon.

Play a knight who must save a princess in a land of toys in the actioneer Clockwork Knight. Incredible graphics!



You'll find incredible polygon rendering in the game Rampo.

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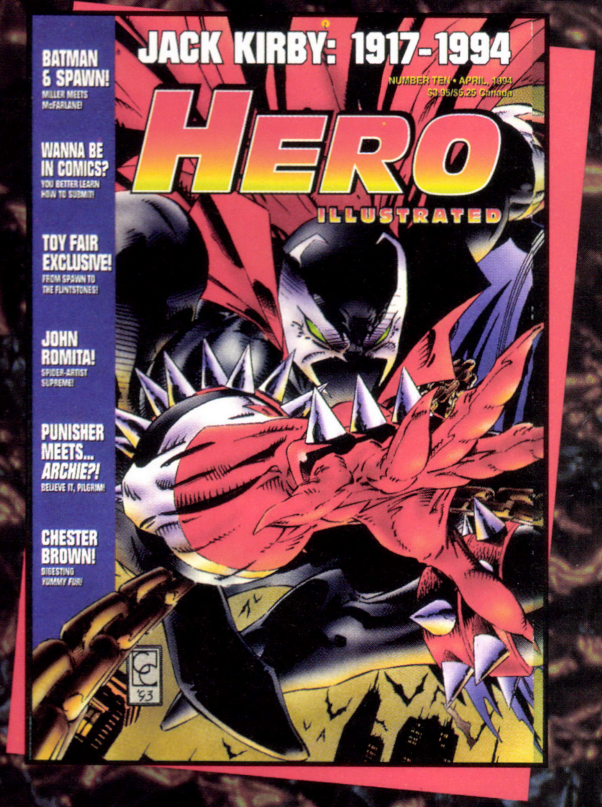

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MEGA TRICKS!!!

The Ultimate in Sega Secrets!

FATAL FURY 2

By Takara

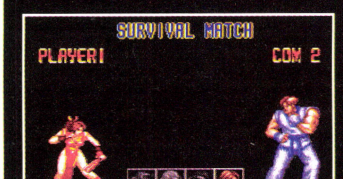
Characters Selected Automatically in VS. or Survival Match Mode:

In the Character Select Screen, press START, then A. Your fighter will be selected automatically so you can master those other than your favorites.

Let the computer pick your fighter with the auto pick.

Select Computer Opponents Yourself:

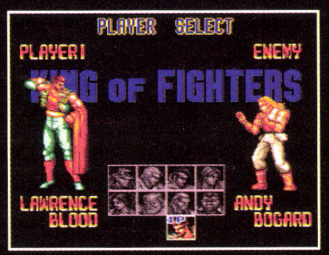
At the 1P VS. COM prompt, hold LEFT on the 2P control pad and also hold down START on the 1P pad. You can now select the COM player with the 2P pad.



Select the computer opponents yourself.

Play as the Bosses in 1P Game Start:

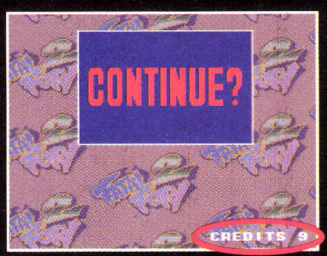
On the Character Select Screen, put the 1P icon on the second row of characters. Keep pressing DOWN on the control pad and press START.



You can even play as the fearsome Boss characters.

More Continues:

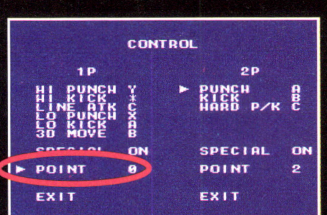
When you have lost a match and are at the Continue Screen that is counting down, press UP, A & B. Press the C button and continues will increase.



Use the increase continues to be sure to finish the game.

Limitless Handicap:

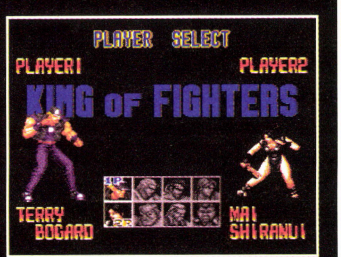
In the Control Screen, set Point to 1, then press LEFT and the B button. The point will now read 0.



Change the Color of Your Fighter:

At the TAKARA logo, enter Terry Bogard's Super Attack, the Power Geyser: ↓←↓→ + X&Y Buttons together. You will then hear Terry say "Geyser!" On the Character Select Screen, press B, and while pressing B, press START. Release START but keep B pressed and use the pad to change color.

At this screen, execute the "Geyser" code.



Give the fighters a new color with the color trick.

Now you can fight wearing spiffy colors!

SHADOWRUN

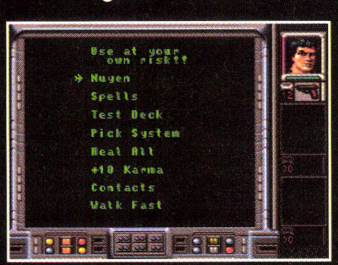
By Sega

Debug Menu:

Wait for the Title Screen and "Press Start" to flash. While flashing, enter the following: A, B, B, C, A, C, A, B. Then start the game under Normal. Push START to get into the stats/subscreen. Then press A to access the Pocket Secretary. Now move down past the Save/Load Game Option to an Invisible Option. Now, choose any cheat.

Enter the code at this screen when it says "Press Start."

Go into this Menu Screen and go to the bottom.



Take your pick of special options on this screen.

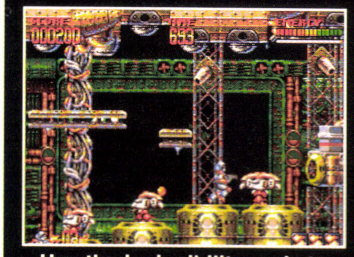
MEGA TURRICAN
(Data East/Genesis)

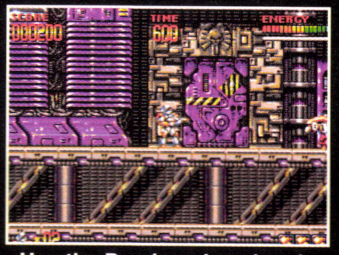
Level Skip:
Pause the game and press the following: Right, Left, Down, Right, B button, then unpause the game by pressing START.

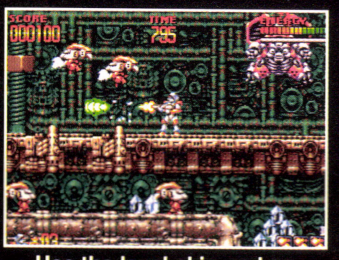
Go to the Previous Level:
Pause, then press the following: RIGHT, LEFT, DOWN, A, unpause.

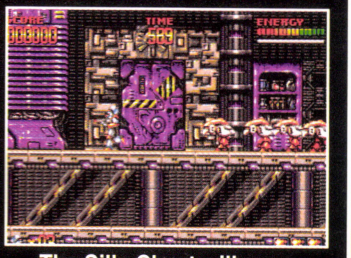
Unlimited Energy:
Pause, then press the following: A, A, A, B, B, B, A, A, A, then unpause.

Silly Cheat:
Pause, then press the following: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, then unpause.


Use the invincibility code to blow through the game.

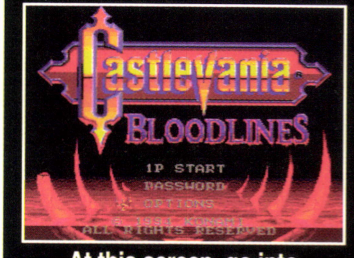

Use the Previous Level code and go to earlier areas.


Use the level skip and go right to the later levels.

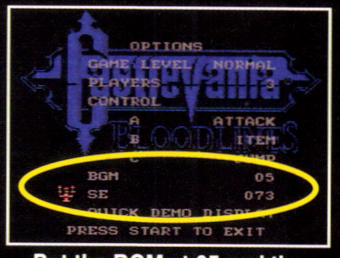

The Silly Cheat will even reverse your controls!

CASTLEVANIA BLOODLINES
(Konami/Genesis)

Nine Lives, Expert Mode:
Go into the Options Menu and put the BGM (Back Ground Music) on 05 and the SE (Sound Effects) on 073. Press START to go to the Main Screen. Wait for the Title Screen to reset, with Press Start Button to flash below the title. Then at the screen with "1P Start," "Password," and "Option," input the "Konami code" (UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A). You should hear a chime. Go to options and cycle to nine lives and EXPERT Mode.

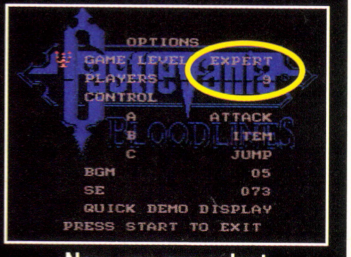


At this screen, go into the Options Menu.



Put the BGM at 05 and the SE at 073. Press START.

After this screen, input the good old Konami code.



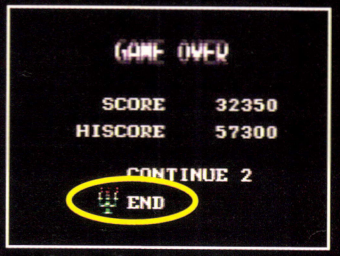
Now you can select EXPERT level with nine lives.

CASTLEVANIA BLOODLINES
(Konami/Genesis)

Unlimited Continues:
Enter the code for nine Lives and Expert Mode. Play through a game and when you have lost all your lives, it will ask if you wish to Continue or End. Select End *not* Continue. Then let the Title Screen come up and start a one-player game. It should take you back to where you left off (same stage and block). You can do this as many times as you like. When you start a new game you can also change your character.

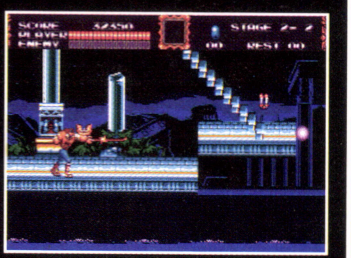
Mario Ponce
Westchester, CA

Play through the game until you lose all your lives.



At the Continue Screen, pick End, *not* Continue.

Let the game reset itself and start a one-player game.


Switch characters when you continue the game.

CHUCK ROCK II: SON OF CHUCK

(Virgin/Genesis)

Level Skip

Are you tired of not getting very far in this challenging sequel to Chuck Rock? Then this trick is right up your alley! Start a regular game and Pause it by pressing START. Then enter the following: B, A, RIGHT, A, C, UP, DOWN, A. The game should then unpause itself. Then pause the game and hold down the A button and push RIGHT on the pad. You should then skip to the next level. To keep advancing, simply pause and hold A and press RIGHT again.

Start the game at this screen and go into the first stage.

Start the game, pause it, and enter the code.

Skip through all the levels until the last one.

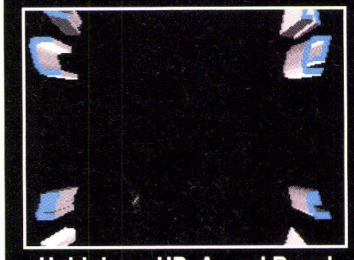
See if you can survive the terrors of the final stage.

VIRTUA RACING

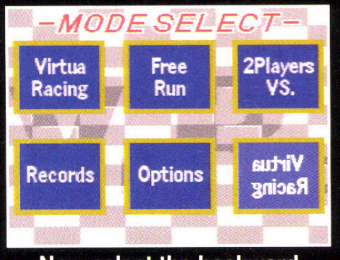
(Sega/Genesis)

Race Backward:

Hold UP, A, and B on controller one and turn the game on. Keep holding UP and the two buttons until the SEGA logo fully assembles. After a white flash, keep the two buttons and UP on the pad held down and rapidly press START. Then go into the Mode Select Screen and there should be Virtua Racing written backward in the lower right corner. Go into that Backward Menu and select any track. However, these tracks are now backward. All the signs are reversed.



Hold down UP, A, and B and wait for the SEGA logo.



Now select the backward tracks at the Mode Select.

You will now race backward on all of these courses!

Note that the "Start" banner and other signs are reversed.

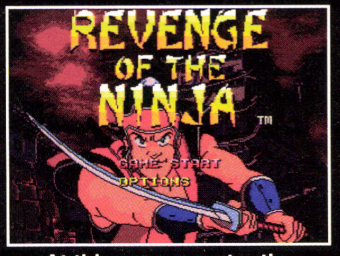
REVENGE OF THE NINJA

(Renovation/Sega CD)

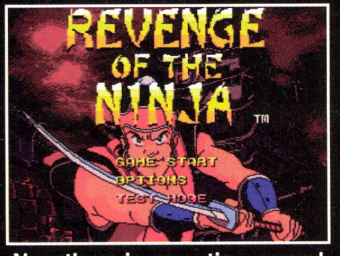
Test Mode:

Wish you could simply watch this game instead of missing the great animation? Try this: Turn the game on and wait for the Start Game/Options Screen. When it shows up, do the following on controller one: RIGHT, LEFT, UP, DOWN, RIGHT, LEFT, UP. A Test Mode Option will then appear underneath the other regular options. Go into it and you can watch all the scenes in the game—death scenes and even the end. **James Kirkpatrick**
Stanton, KY

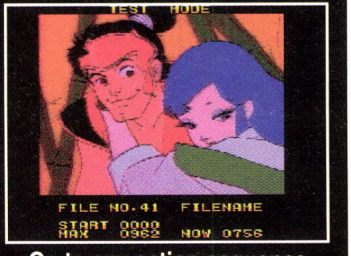
Wait until this screen appears, then press Start.



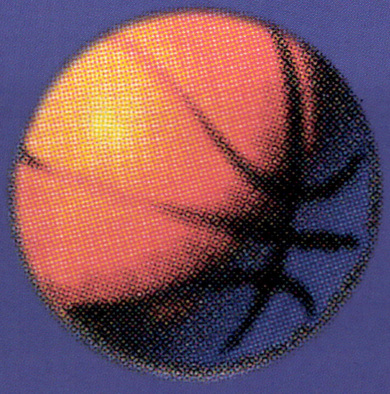
At this screen, enter the code on controller one.



Now there is an option named "Test Mode" under the others.



Go to any action sequence you like, even the end!



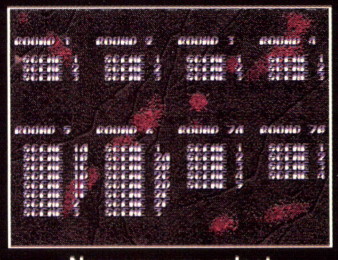
If you've played
one NBA full team,
full court, all star,
stat packed,
foul calling,
regulation
basketball
game,

STREETS OF RAGE 3
(Sega/Genesis)

Stage Select:
If you find this game too hard, then try this stage select. Turn the game on and hold down the B button on the first controller. Press UP on the pad to move the cursor onto the options selection. When you get onto options keep your finger pressed on UP. Then, while still holding UP and B on the pad, press the START button and you should hear a distinct confirming chime. When you enter the options, there should be a new option, a stage select. Move onto the stage select and press the A button. You can now select any stage in the game—even in the non-linear areas. You can even select which final stage to go to and get one of two game endings.

Keep the B button and UP held on the options.

Enter the options and you'll get a stage select.



Now you can select any stage you want.

Go right to the last Boss in the game with the trick.

Start with Nine Players:
Go to options on Main Menu and press START. In the Options Menu, move the cursor to the number of players. Then on Pad 2, press UP, A, B, and C simultaneously. Then take Pad 1 and push RIGHT. Move your fighters up to nine. Now see if you can finish the game with the extra fighters from this trick.

Move onto the number of players and enter the code.

Start the game and see if you can finish it now.

Same Fighter Code:
Using Pad 2, move to two-players on the menu. Then press DOWN and C simultaneously. You should hear a chime. At the Two-player Screen, you and a second player should be able to play as the same character! However, you and the other fighter do not have different colors, so good luck separating them.

If the trick worked, you can play the same fighter.

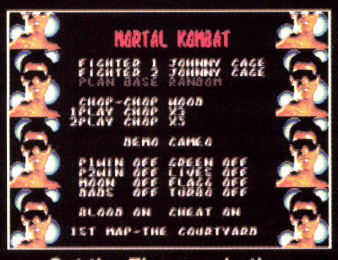
Smash through the levels with identical fighters!

MORTAL KOMBAT
(Acclaim/Sega CD)

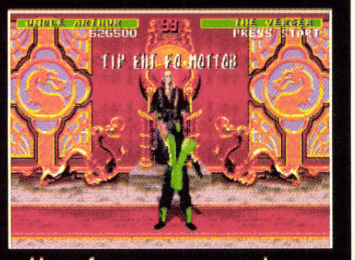
The D.U.L.L.A.R.D. Code:
At the Game Start/Options Screen, enter the following: DOWN, UP, LEFT, LEFT, A button, RIGHT, DOWN. A Cheat Enabled Option will appear. Go into that option and you will be able to set several options with these new flags:
P1 Win: 1 hit kills player 2.
P2 Win: 1 hit kills player 1.
Moon: Put silhouettes in front of the moon on the Pit Stage.
Dads: Give odd names to each fighter.
Green: Reptile appears with a message before each match.
Lives: Unlimited credits.
Flag 6: Computer does the Fatalities every time it wins two rounds.
Turbo: A very fast playing speed to really spice things up.

Andy Gedin
Brooklyn, NY

Enter the D.U.L.L.A.R.D. code and enable the cheat.



Set the Flags and other handy cheating options.



Have funny names, or have Reptile appear ... frequently!

You haven't played
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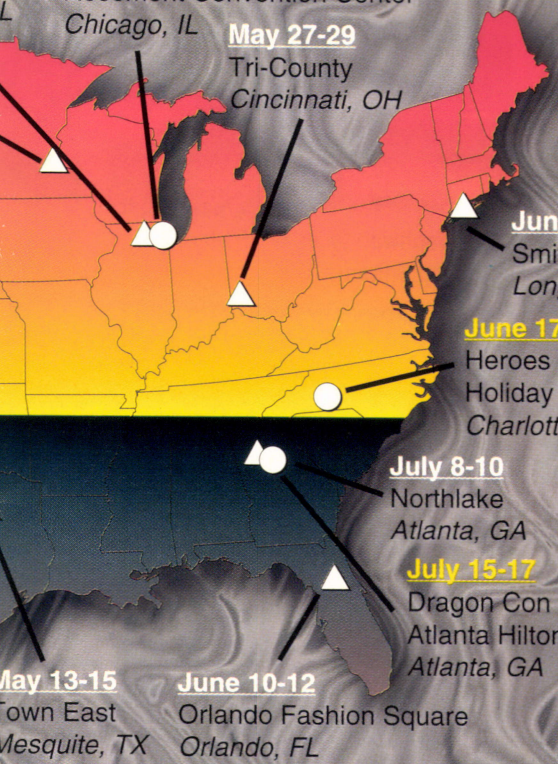

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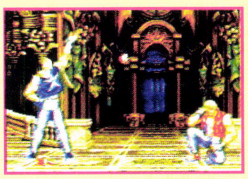
COMING ATTRACTIONS

Samurai Shodown, Fatal Fury Special

Sega CD/JVC

With faithful ninja dog Poppy at his side, Galford hits Jubei.



Making their way from the NEO•GEO to the home systems (like the Super NES and Genesis), Samurai Shodown and Fatal Fury Special will be hitting the Sega CD system as well.

Samurai Shodown features 12 warriors, each with his or her own specialized sword to chop their opponents to size. Everything has been retained (no word on the scaling yet, though), including the locking of swords and disarming of opponents.

Fatal Fury Special marks the first of that fighting series to enter onto the Sega CD platform. There are 15 fighters to pick from, including new fighters Duck King, Tung Fu Rue, and Bogard archfoe Geese Howard. There are still two lines to fight on (front and back), and each character has a Super Secret Move that can only be performed when their life meter is flashing red. You can also play as Billy Kane, Wolfgang Krauser, Laurence Blood, and the boxing powerhouse Axel Hawk.

Kim Kaphwan takes on the lady ninja Mai Shiranui. She's bouncy!

Cave-dweller Genan takes a slash from the mighty sword of Wan-Fu.

Punk rocker Duck King and Terry Bogard fight on top of this train stage.

With her Rage Gauge flashing, Charlotte slashes at Naokruru.

Ole! Laurence Blood takes on wrestler Big Bear (formerly Raiden).

Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

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HMPJ5

ETERNAL CHAMPIONS
Sega CD/Sega

Sega is porting their fighting game over to the CD platform. All the characters have been reanimated to give them a smoother look. The graphics have also been greatly improved with better backgrounds to go along with them. There are now 11 fighters to choose from with three different kill moves per stage. Hidden characters and a speed setting are also added to this powerful CD.

Play as a chicken with one of the new, secret characters.

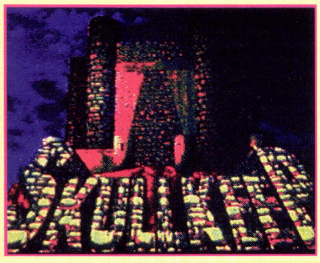
One of the new backgrounds you can fight on is a pirate ship.

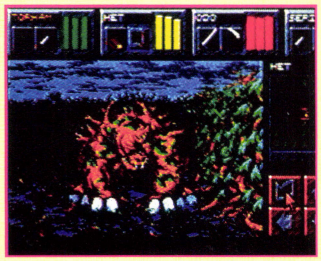
Back an enemy into the corner to do some major damage.

Check out how this new character moves on his home stage.

DUNGEON MASTER II: SKULLKEEP
Sega CD/JVC

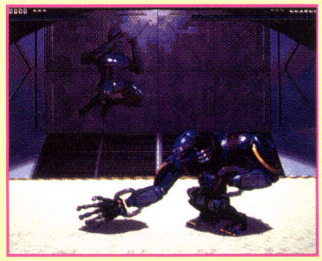
Another kind of time travel lurks in Skullkeep, the mysterious castle grounds within which rest the four keys that unlock the Zo Link, the time machine invented by Torham Zed's mysterious uncle. The multi-faceted strategy, trading, battle, and magic make Dungeon Master II: Skullkeep the richest kind of RPG.





RISE OF THE ROBOTS
Sega CD/JVC

If you build them they will come. This interactive title is a breakthrough in sci-fi fantasy. Cybernetic androids turn against their human creators in a cinematic showdown meshing metal with martial arts. With full 360-degree freedom of movement and VR-inspired backgrounds, you won't forget this game!



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Busting loose this August on SEGA™ Genesis™ and this October on Game Gear™!

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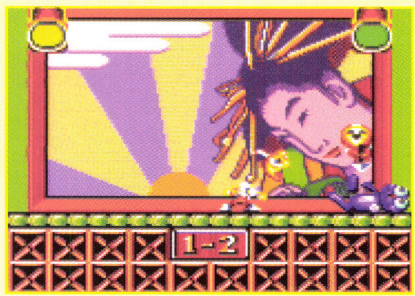
DYNAMITE HEADDY
Game Gear/Sega

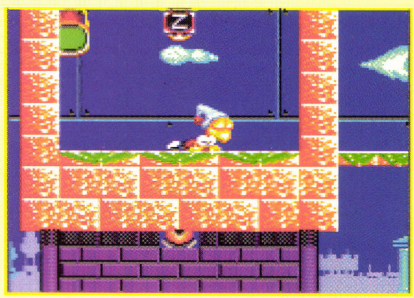
Sega's newest member of the family, Dynamite Headdy, makes his grand debut on the Game Gear. Headdy must literally use his head as a weapon to grab icons and hit enemies so he can get past all the levels that oppose him. This game is very close to the Genesis version, losing very little in terms of graphics and game play. Get ready for Headdy's big adventure. Put your thinking cap on for this one!



When fighting a big bad Boss, look for his weak spot and nail him.

In this level the enemies will come at you with lightning fast speed.

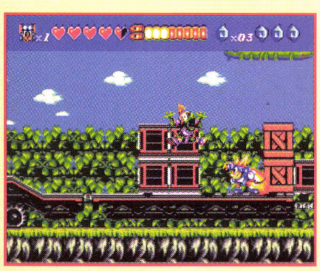
Inside the caves be sure to time your jumps perfectly if you want to survive.

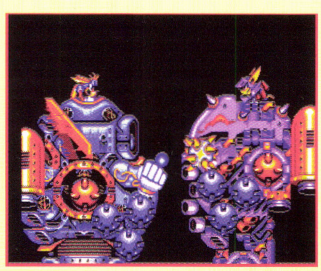


Take a quick nap to regain all your health back. You'll need it!

SPARKSTER
Genesis/Konami

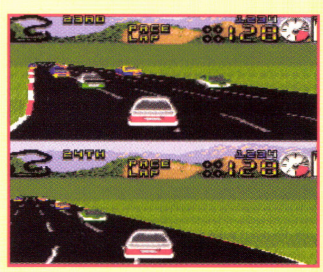
LOOK OUT SPARKSTER! There is a new adventure you must face. Sparkster must go up against those evil forces once again. The new Sparkster has some of the biggest levels and some of the best Bosses you will ever see. More technique is needed mastering your rock pack to fly across the levels.





ESPN SPEEDWORLD
Genesis/Sony Imagesoft

Get ready to burn some rubber in ESPN Speedworld. Go up against some of the best drivers in the world racing circuit. You can customize your car to race on three different tracks. There are several different modes of play and even a head-to-head to see who deserves to take home the cup.



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they've got claws they've got venom they've got teeth you've got BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

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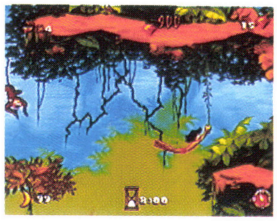


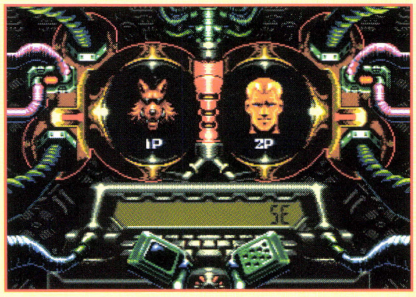
Virgin

Disney Software

*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

CONTRA HARD CORPS
Genesis/Konami

The Contra series finally makes its debut on the Genesis. This 16-Meg game is packed with smooth rotation of the backgrounds and the enemies. In Hard Corps you pick from four soldiers, each with their own special abilities. The weapon select is a great feature because it allows you to carry up to four different powerful weapons at once. This is definitely a bonus when facing the onslaught of enemies!



Choose from four different soldiers to help you face the hardships of war.

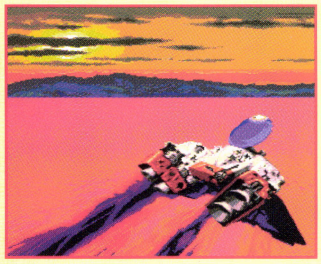
Enemies drop out of the sky and attack relentlessly. No time to aim!

This huge Boss suddenly emerges from the ground for a little visit.

The effects in this level alone are enough to make your mouth water.

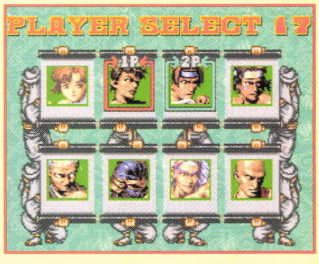
VIEW POINT
Genesis/American Sammy

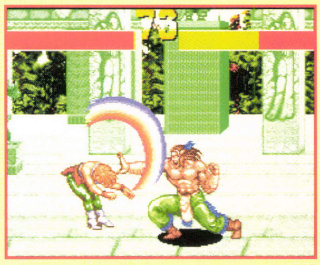
The awesome Neo•Geo shooter is now coming to your Genesis! View Point's playing style is very similar to Zaxxon, with a 3-D diagonal view of the screen. View Point is full of great levels and some of the most intense Bosses you will ever fight. There is also a rockin' soundtrack to go along with the action.



POWER INSTINCT
Genesis/Atlus

The fight for the seat as the new leader of the Gogetsu Clan is about to begin. Choose from eight exciting characters, each with their own special moves and fighting styles. Double jumps, dash attacks, and hot defensive techniques make Power Instinct the new standard in fighting entertainment.





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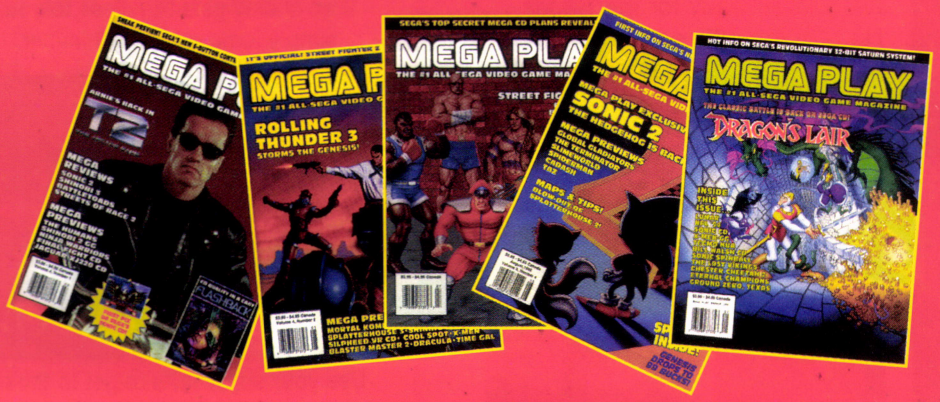

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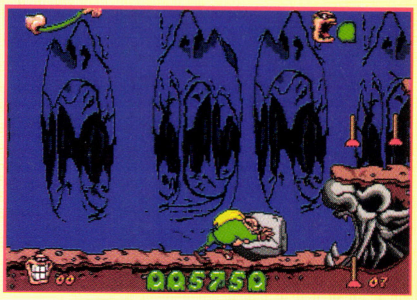
BOOGERMAN
Genesis/Interplay

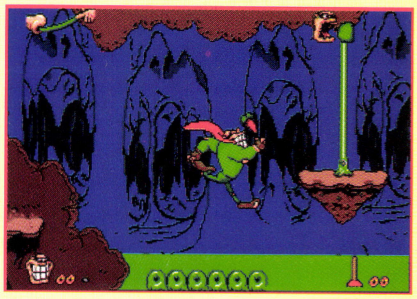
You play the role of a super being who uses snot and farts to fight the forces of evil. Hock mega-lugees at the unsuspecting villains, and blast past them with a super-powered fart. Interplay is well known for taking steps to make a game a little different, and in this case they don't hold back at all. So get ready for the Super Hero of the '90s as Boogerman picks his way home.

If an enemy gets too close to you, simply jump on top of him/her.



Push the boulder up against the face to get to the next location.

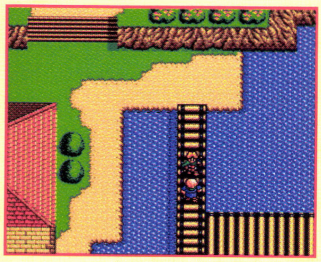
Use your super farts to get to those hard-to-reach places.

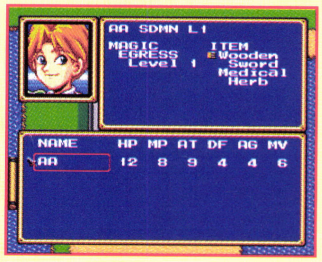


Boogerman is as graceful as he is handsome when he jumps.

SHINING FORCE 2
Genes/Sega

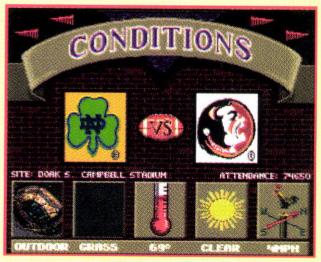
Shining Force 2 is much like the original game. The game is divided into two parts. The first is an RPG section where you slowly unravel the twisted plot line. The other is the military war simulation sequence. Shining Force 2 looks to be one of the best strategy games around.

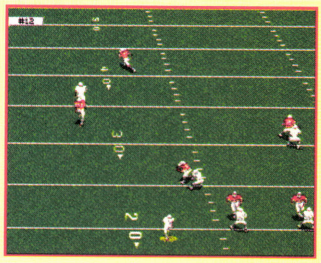


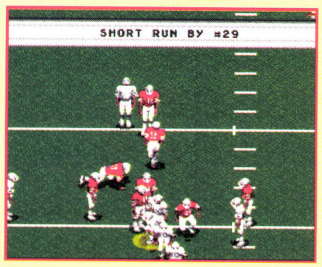


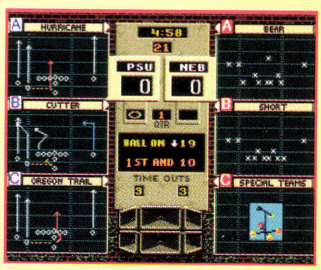
COLLEGE FOOTBALL
Genesis/Sega

Sega's new College Football lets you determine the ultimate National Champion on the field. The top 32 college football teams tear it up in Exhibition or League play. You can even take part in your own National Championship tournament to settle who's number one once and for all.









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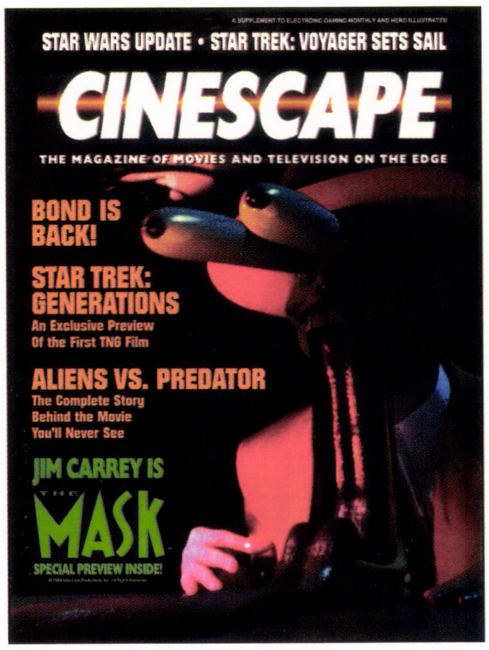
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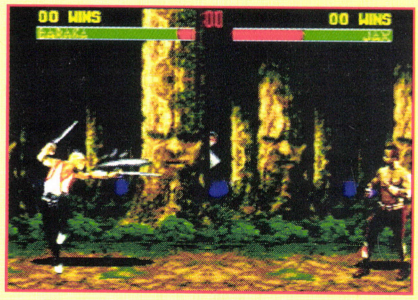
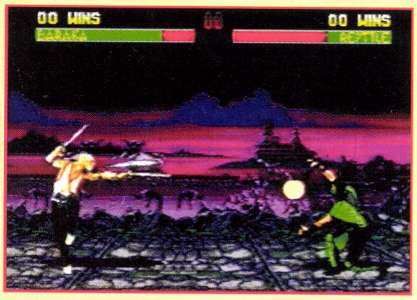
MORTAL KOMBAT II
Genesis/Acclaim

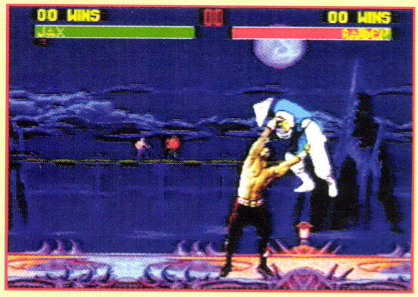
The game you've been dying to see is finally here! Mortal Kombat II has arrived for your Genesis. This version is as close to the arcade as possible, with all the characters, moves, combos, fatalities, and enough blood to hold you over until MKIII comes out! The control and the graphics have also been greatly improved from the first MK, making MKII the best fighting game around.

Take a good look at the 12 mysterious characters you can become.



Even Smoke makes a rare guest appearance in the Genesis version.



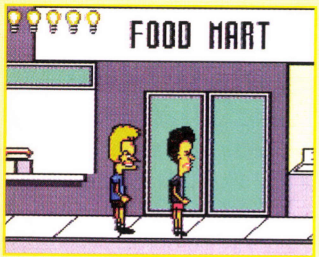


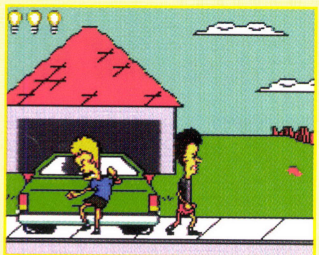
Jax gets in close to Raiden and swiftly throws him to the ground.

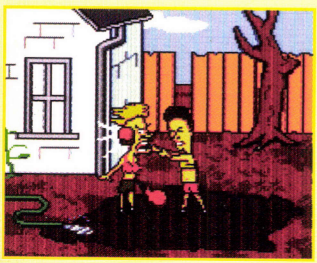
Liu Kang's low fireball is a perfect counter attack for Mileena's sais.

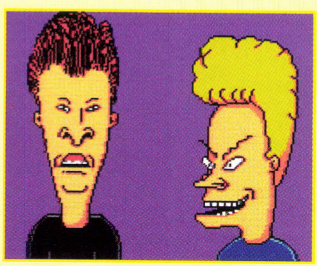
BEAVIS AND BUTT-HEAD
Game Gear/Viacom

Huh, huh this is cool! Beavis and Butt-head is here for the Game Gear. The animation is excellent, comparable to the Genesis. It even has their voices, laughing at you when you die! Anderson, Stuart, even the old lady whose poodle Beavis put in the dryer are all here! One of the funniest titles yet!



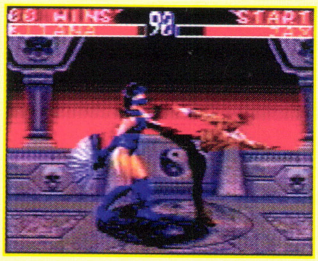


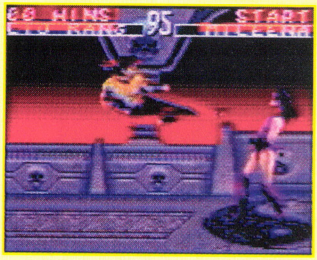


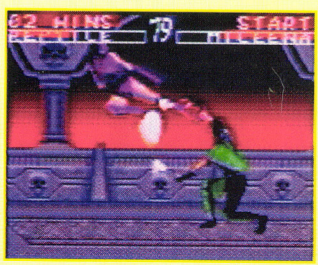


MORTAL KOMBAT II
Game Gear/Acclaim

The Game Gear version of MKII will have eight fighters to choose from such as Liu Kang, Mileena, Kitana, Sub-Zero, Scorpion, Reptile, Jax, and last but not least, Shang Tsung (who will be able to morph into the other seven players). All the characters included will have all their original moves and combos.







Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

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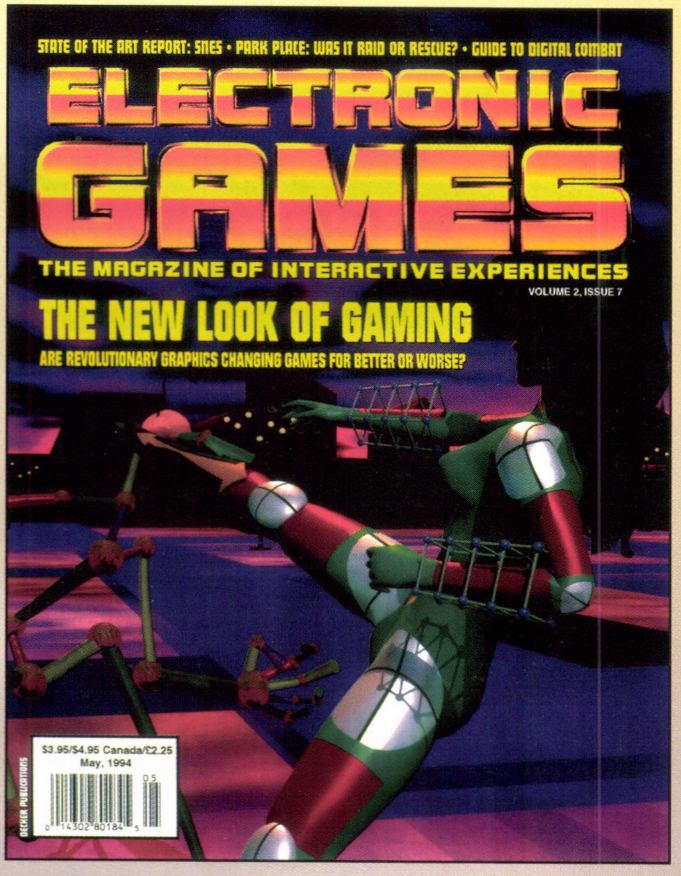
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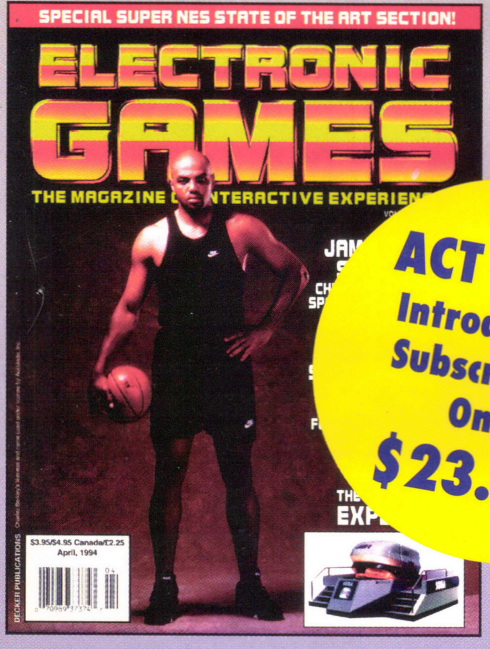

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MEGA PREVIEWS

EARTHWORM JIM

MACHINE	GENESIS
PUBLISHER	PLAYMATES
AVAILABLE	OCTOBER
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	20+
% COMPLETE	65%

OPTIONS

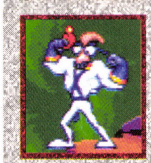
The options include modifying the difficulty level between Practice, Normal, and Difficult and also changing the button configuration to suit your own needs.

ORIGINS

Earthworm Jim was developed by Shiny Ent., a new company headed up by David Perry, the programmer of Cool Spot and Aladdin for the Genesis. EWJ looks, plays, and feels just like these games—so you know what to expect.

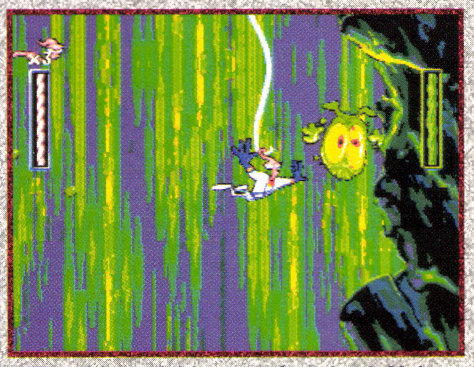
STORY

Jim started life as a simple earthworm when suddenly, out of the sky, a nuclear-powered space suit falls onto our wormy friend. The radiation mutates the worm into the head of this suit, thus creating Earthworm Jim. Psy-Crow continues his search for the suit he rightfully stole.

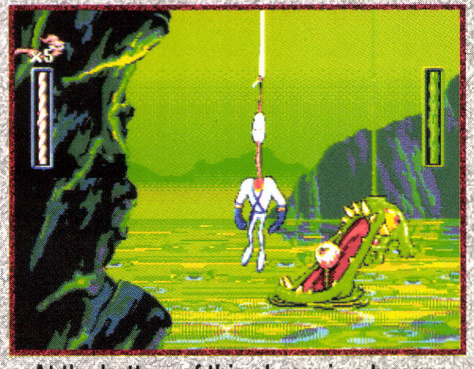


GREENS LEAVES

Read the name quickly and you'll understand what it means. Basically, it's Jim versus Major Mucus in a bungee-jumping contest over a pool of snot.



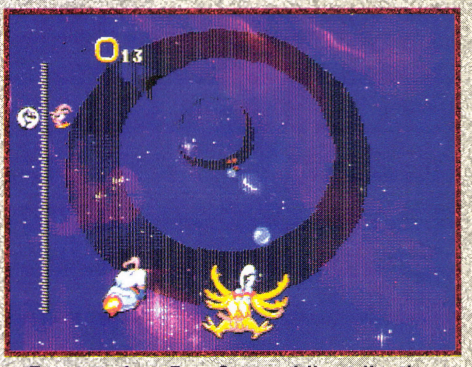
The object of this stage is to bash Major Mucus into the walls to break his snot line.



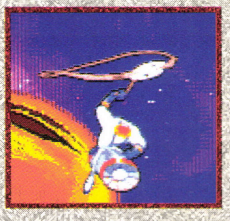
At the bottom of this chasm is a hungry beast with a fetish for worms.

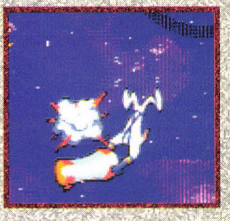
ROCK TUBE

It's a race against Psy-Crow to be the first out of the tube while avoiding rocks.



Race against Psy-Crow while collecting spheres and dodging nasty asteroids.





WORMY ICONS

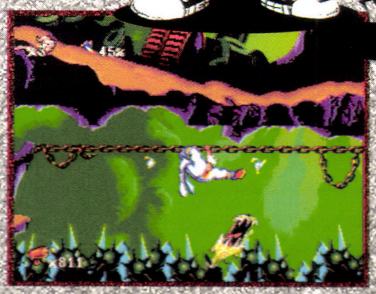
You can find these icons throughout the levels to increase the odds of survival.

IN THE ROCK TUBE

These icons are unique to the Rock Tube level only.

NEW JUNK CITY

First stop, New Junk City. Not the most glorious of cities but certainly the most exciting. Jim will meet up with lots of surprises, such as a cow, a Warp Toilet, a walking trash can as the Mid-Boss, and especially Fifi, Chuck's disgusting pooch. Of all the levels, this is the only one complete enough to have a Boss. Watch out for hungry crows.



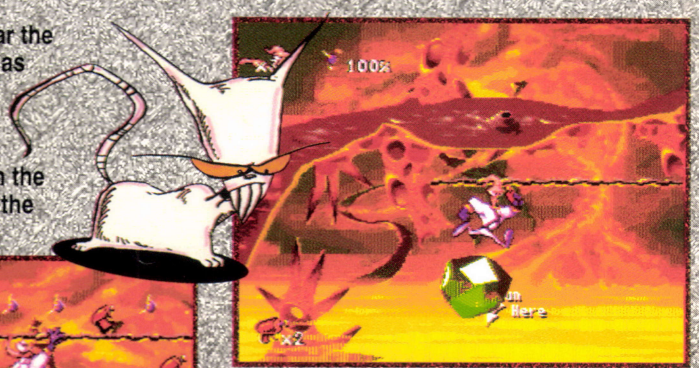
Witness Chuck in all his belching glory. Stay clear of flying fish and you'll be OK.

Who said recycling wasn't a good solution? Jim makes good use of tires to get around.

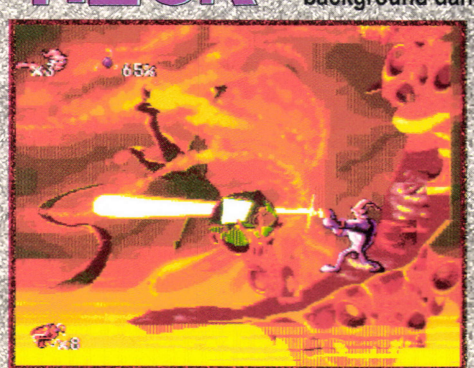
This Mid-Boss struts his stuff while transforming into many different forms.

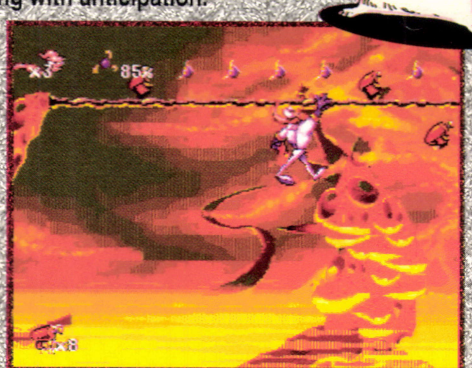
WHAT THE HECK

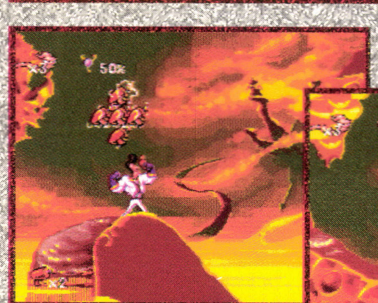
What The Heck is the next stop. You can hear the guttural screams of agony in the pits of hell as Jim avoids moving walls of fire and an angry businessman. This stage has lots of pathways that can only be reached by running on the green crystals scattered through the level. The Boss, Evil the Cat, can be seen in the background dancing with anticipation.



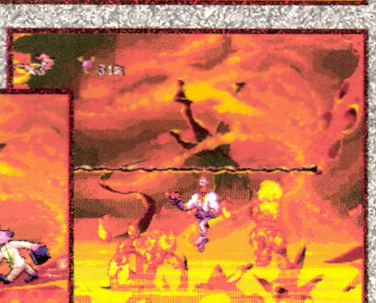
These green crystals are the key to getting around this level. They are placed in various locations and will lift Jim to new locales as he runs on top of them. Of course, an elevator would be easier but remember, you're in hell buddy.



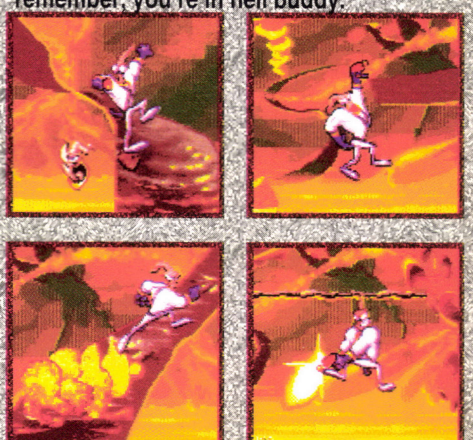




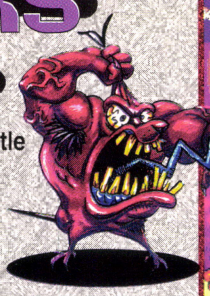
Strike a pose, there's nothing to it. Vogue...



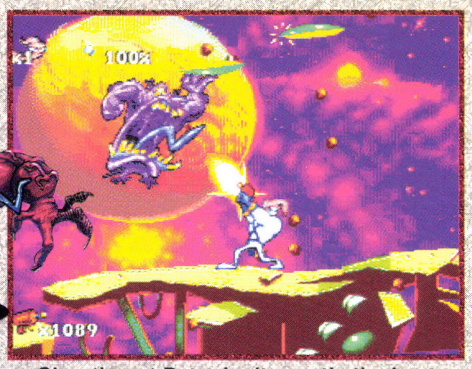
Quite a hot place to be hanging around, eh Jim?



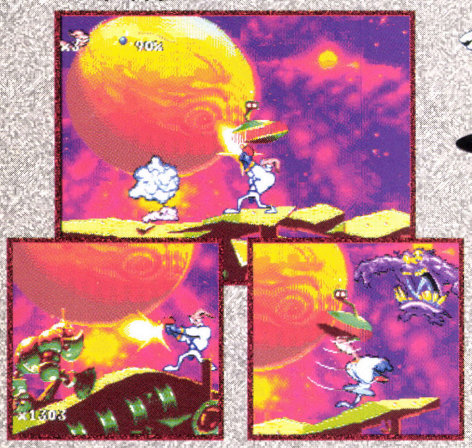
PETERS RINGS

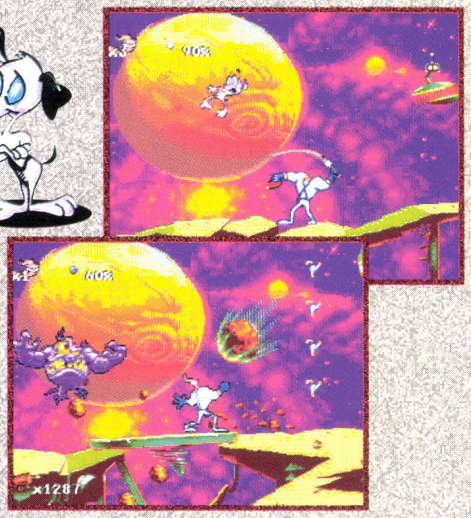


Here's the story of a cute little puppy who's not so cute when he gets tickled or hit by an enemy. This level is filled with attacks from UFOs and meteor showers. Try to keep Peter Puppy safe from enemy attacks. This level is difficult due to all the pitfalls in the floors and having to swing across lengthy chasms. It's all in the name of puppy love.



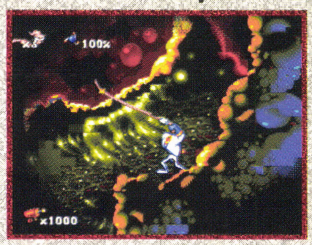
Shooting at Peter isn't exactly the best way to keep this irritable dog happy.

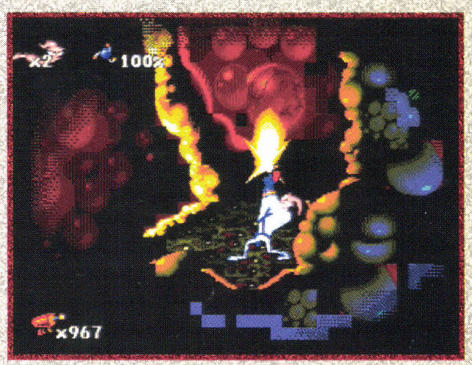




INTESTINES

This level is really incomplete at this time, but here you can get a quick glimpse of the Intestines. As if being in something's intestines wasn't bad enough, there's an eerie heartbeat sound that fills your ears. Who knows what you'll find here when the level is complete, but it already looks interesting.

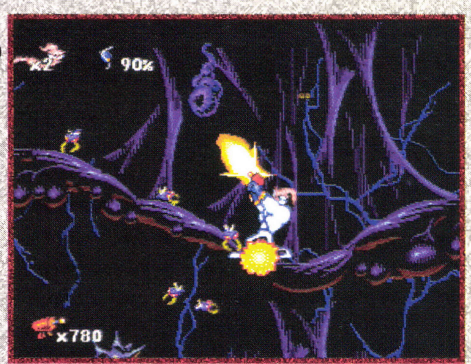




The wild color scheme and eerie sounds make this level a cool place to hang out.

BUTTVILLE

Welcome to Buttville. No, it's not the sister city of New Junk City, it's the caverns where Queen Pulsating, Bloated, Festering, Sweaty, Puss-Filled, Malformed Slug-for-a-Butt resides. Yes, that is her real name. This level requires a lot of swinging with your head to get around. You'll also encounter quite a few enemies that love to hide in the background. Using the whip is a good way to shake 'em out.

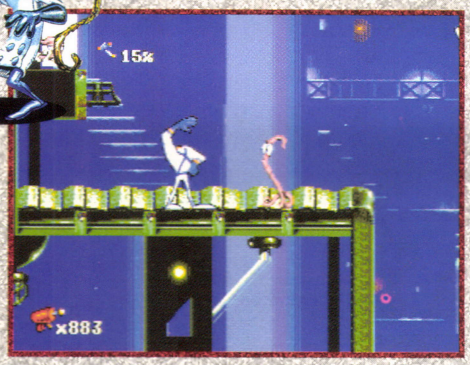


Shooting down the hives where the larvae resides is a quick way to deplete your ammo in the gun. If at all possible, use the Head-Whip Attack to knock it down. You'll need to use that ammo against the Queen.

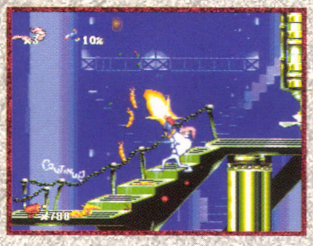
PROFESSORS LABORATORY

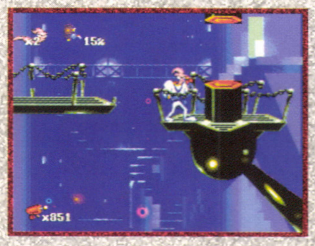
This multi-part level has many surprises in store for our dirt-loving friend. How about battling against slugs after you've been sucked out of the space suit by ceiling fans? Or battling a chicken in some wacky contraption? But best of all, how about meeting Professor Monkey For A Head who has a, um, monkey for a head? What else would you expect from a scientist?

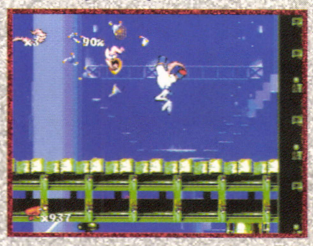
The conveyor belts offer a quick and easy way to tour the level.



Jim stares in confusion as the space suit awaits its slimy companion.



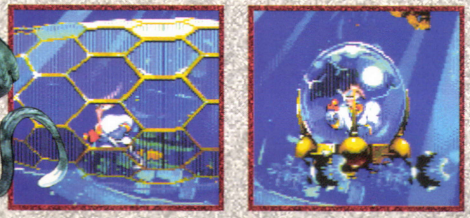




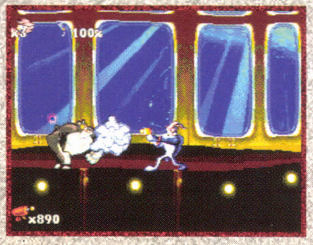
SEA TUNNEL

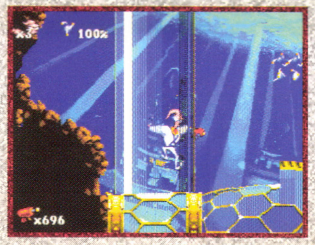
The Sea Tunnel offers a spectacular view of an underwater city, but with king-sized hamsters running about, this ain't no Atlantis. Jim can hop into a sea vehicle that you tool around in to reach new areas. Just be careful of the jagged rocks. You'll also run into Bob and #4, a gold-fish-totin' cat with a nasty temper.

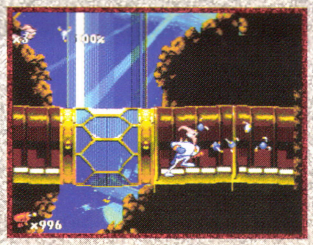
Jim finds an easy solution for the jumbo hamsters that wander around aimlessly.



Take a cruise in an undersea transport vehicle to explore new areas.

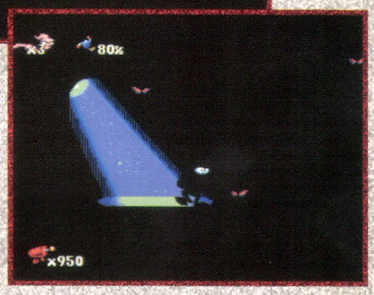






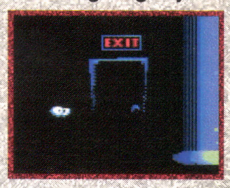
DARKNESS

Aptly named Darkness, because (surprise!) this entire level is completely dark except for a few spotlights that break the silent night. Although not overly difficult, there are many little critters scampering around that nip at Jim's heels. Just look for the Exit signs above the doors to clear these cold and silent rooms.



Save the ammo for blasting the little buggers that run around everywhere.

Jim isn't shy about performing, especially when the spotlight is shining brightly.



Jeepers, Auntie Em. I don't think we're in Kansas anymore!

MEGA PREVIEWS

SAMURAI SHODOWN

MACHINE	GENESIS
PUBLISHER	TAKARA
AVAILABLE	DECEMBER
THEME	FIGHTING
MEGABITS	24
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	20%

OPTIONS

As of yet there are no options to speak of in this game. However, it is compatible with the six-button controller, getting rid of the two-button together fierce combo.

ORIGINS

Another Neo•Geo conversion, this is from the sword-slashing arcade smash! Pick from 12 warriors each with his or her own weapon. This game is also being converted to the Super NES and Sega CD formats. Samurai Mania!

STORY

From around the world 12 fighters gather to show who is the mightiest in this slashfest. Fight head-to-head against a friend, or tackle the computer if you're feeling lucky. You can also charge up your Rage Gauge and do incredible damage (and take some, too!) from opponents.

NEO•GEO

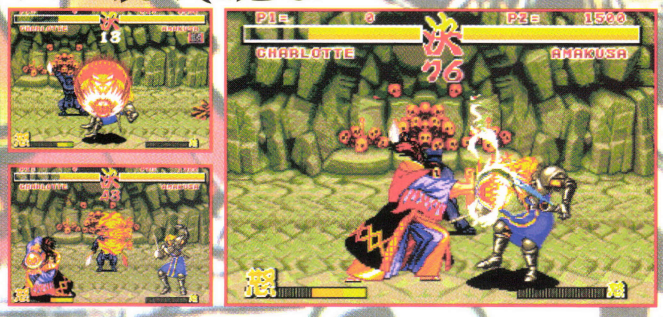
Although it's far from finished, graphically Samurai Shodown for the Genesis looks very close to its arcade counterpart! There are also versions of this game for the Super NES and Sega CD systems.

GENESIS

This version retains all the arcade elements, including the locking, losing, and even breaking sword effects! Once disarmed, you can still rush your opponents and throw them by their swords.

Amakusa

This Boss character from the arcade version is now an actual fighter! He can teleport, throw fireballs, and turn himself into a giant fireball!

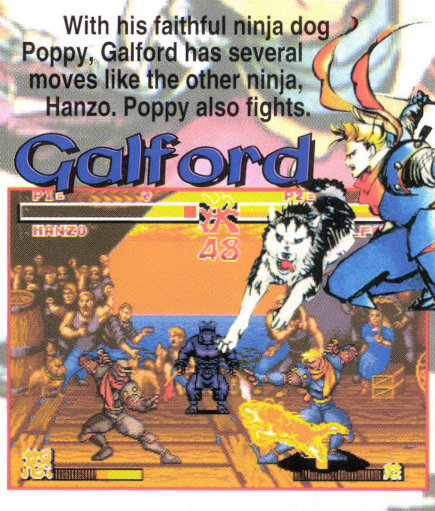


Jubei Yagyu

Using two swords, this one-eyed Samurai from Japan has trained for years to become a lethal weapon. Looks like he succeeded.

Kyoshiro Senryo

A Kabuki actor, Koyshiro uses a spear, The Lion's Blade, during his fighting "performances." His motivation is to teach Kabuki to all.



Galford

With his faithful ninja dog Poppy, Galford has several moves like the other ninja, Hanzo. Poppy also fights.

Hanzo Hattori

A professional ninja, Hanzo is loaded with special moves like teleportation and projectiles. He also has a deadly Spinning Piledriver for unsuspecting opponents.

Wan Fu

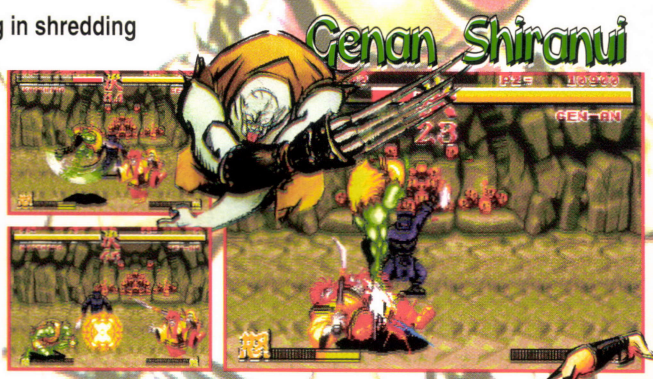
Wan Fu is a military genius from China, looking for new recruits. He is very strong, but only has two special moves. That's of no consequence, though, because they are really all he needs to demolish his enemies. A fierce hit with his Scimitar of Slice can drain an opponent of half his or her life meter!

Ukyo Tachibana

A rebel sword master, Ukyo is very deadly regardless of his size. His fighting stance makes him unpredictable.

Genan Shiranui

Specializing in shredding his victims, Genan is trying to prove himself as the King of the Magic Minions. His big claw weapon, Azami, is named after his wife.



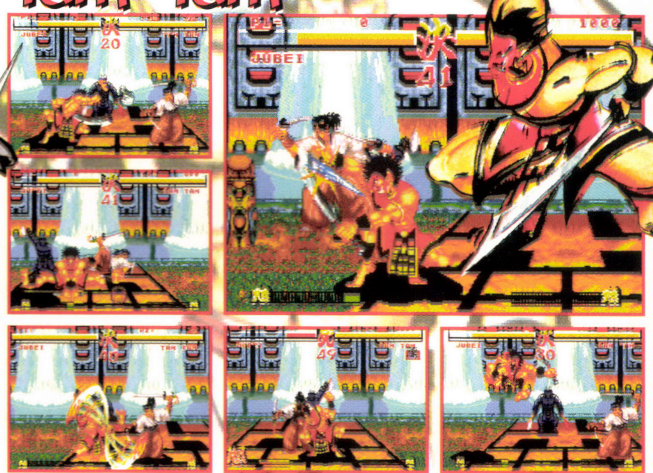
Haohmaru

This self-taught samurai loves combat and cheap rice wine. He only has two special moves, but they are very powerful.

Charlotte

The other female warrior in the game, Charlotte is loved by the people of France. Charlotte's special moves aren't quite programmed in yet. She is a skilled fencer, taught by O. Le Paine.

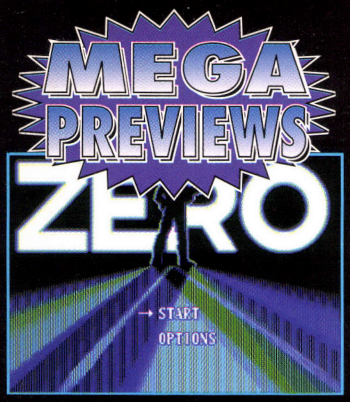
Tam Tam



Looking for the lost Incan Parenke Stone, Tam Tam is a brutal warrior and graduate of the Babalooh Bula Bula College School of Scimitar Twirling! His huge sword, Hengehangezange, has good range, and his monster fireball, Ahow Gaboor, can score multiple hits even if blocked.

Nakoruru

A lover of nature, Nakoruru uses her eagle companion Mamahaha to help her win battles—either by attacking foes or letting Nakoruru fly. She is small and quick, but wounds easily and has limited range!



MACHINE	GENESIS
PUBLISHER	ACCOLADE
AVAILABLE	SEPTEMBER
THEME	SHOOTING
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	30
% COMPLETE	90%

OPTIONS

The Options Screen really doesn't give players much to change about the game. You can only change missions and change between a one- or two-player game.

ORIGINS

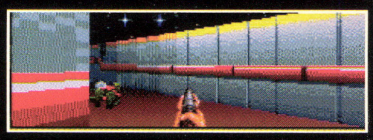
The idea of Zero Tolerance stems from many games with a first-person perspective such as Wolfenstein 3-D and Doom. If you like these kinds of games, this game offers some cool features and non-stop action.

STORY

Alien terrorists have taken over your defense forces and are threatening to annihilate everyone. Your team's mission is to search the complex, collect an arsenal of weapons, and wipe out the hostile forces. But it's not as easy as it sounds. Enemies can attack behind closed doors.

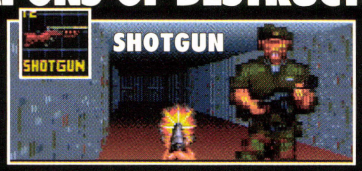
COOL ROTATION!

Zero Tolerance makes use of some of the most impressive rotation effects! Check out the screen shots!



WEAPONS OF DESTRUCTION!

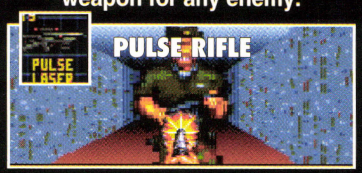
Choose this method of fighting if you think you're good enough.



This is an excellent all-around weapon for any enemy.

Awesome power, but the lag time can hurt you.

Play God with the enemies using this one. Too bad it's limited.



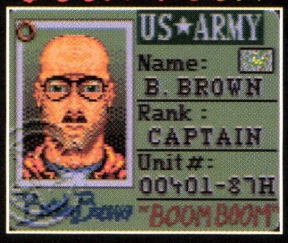
Good weapon! Take it from the enemies you've shot down.

A good weapon that can be found anywhere. Low power.

MAD, BAD, AND DANGEROUS!

These men are the five brave soldiers that must survive the onslaught of the aliens. Choose your man and kick some butt!

BOOM BOOM



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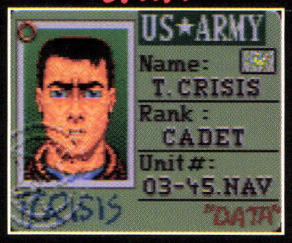


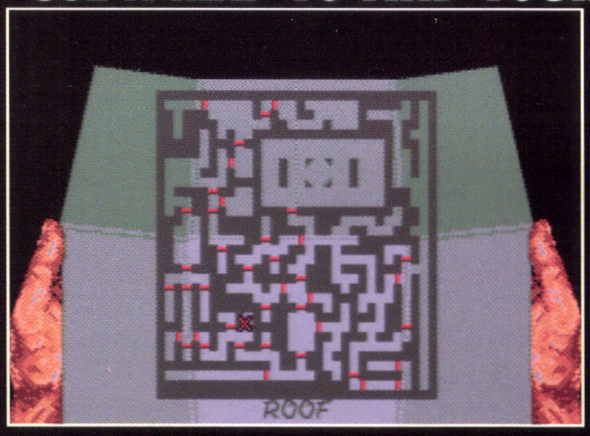
WANG

MULE

TINMAN

ZERO TOLERANCE

USE A MAP TO FIND YOUR WAY!



Even though there is a map already in the Main Game Screen, you can access a screen that shows you the entire area by pressing the Start button. This is very helpful.

GET BY WITH A LITTLE HELP!

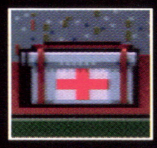
B-PROOF VEST
Used to protect against gunfire.

ENEMY SCANNER
Alerts you of any moving enemy.

HANDGUN
Find this to increase your ammunition.

FIRE EXT.
Put out fires to get through the levels.

MEDICAL KIT
Find these to replenish your health.



SHOTGUN
This is good for wide range shots.

BASEMENT

Soldiers are posted in strategic areas to shoot at anything suspicious.

Use the fire extinguisher to get through the hallway!

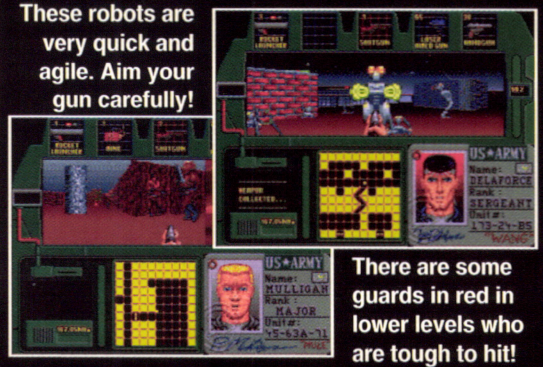
Other dangers await you as you progress.

Be prepared for an ambush! It can happen anytime and anywhere!

HIGH-RISE

When you get hit by an enemy, the entire screen will flash a bright red.

These robots are very quick and agile. Aim your gun carefully!



There are some guards in red in lower levels who are tough to hit!

The lower levels have evil guard dogs trained to pounce on you!

SPACE STATION

This scene takes place in outer space. Notice the big orange planet!

Dangers lurk in the dark corridors of the space station.

Proceed with caution as you go around the corners!

Be careful as you enter through some doors. Enemies may be waiting for you!

MACHINE	GENESIS
PUBLISHER	SEGA
AVAILABLE	SEPTEMBER
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	30
% COMPLETE	75%

OPTIONS

There really isn't much to the Options Screen. All you get is the option to configure the buttons to your liking. Cool sound effects complement the exciting game play.

ORIGINS

Dynamite Headdy is your basic side-scrolling adventure with huge levels and well-animated Bosses with plenty of challenge. And like most adventure games, there are tons of different power-ups and special abilities to use.

STORY

Get ready for Dynamite Headdy—the unique new character who always uses his head. He has the amazing ability to change heads and plow his way through all sorts of obstacles—from walls to enemies. Headdy has to journey afar through towns and mazes to defeat the Dark Demon.

Chock full of Headdy goodness!

Hurl Headdy's head against heavier objects and enemies.

Our head hero (pun intended) has the ability to change his head into ... well, other heads! Because his head is so versatile, Headdy can grab onto objects, push them away, swing overhead, ram-rod an enemy, and more!

Scale ceilings and walls easily with the Spike head.

Grants Headdy the ability to be temporarily invincible.

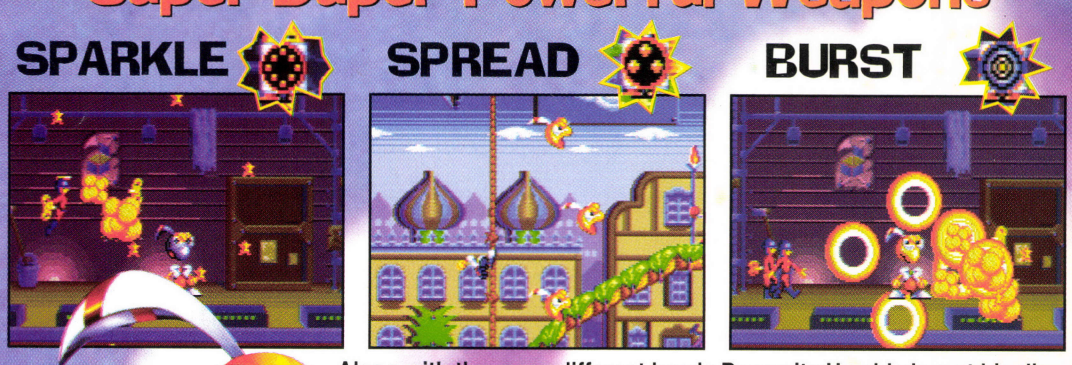
Let Headdy go to sleep so he can regain all of his energy.

Suck any nearby object and enemy into your mouth.

Headdy will be required to shrink down into tight areas.

Gives Headdy a burst of speed and lets you hurl your head far.

Super-Duper Powerful Weapons



Along with the many different heads Dynamite Headdy has at his disposal, he also comes equipped with some powerful weapons to help him defeat his loathsome enemies with ease!

DYNAMITE HEADDY

Cinemas! YES!

As with most video games, Dynamite Headdy is chock full of ... well, let's not go into that. Check out the awesome cinemas. We've never seen anything like this before!

That's using your Headdy!

There are areas in each level that will give our hero access to a not-so-secret bonus game. In this game, you control Headdy in an effort to knock basketballs upward in hopes of scoring through scrolling basketball nets. Each basket contains items to be collected. Watch for exploding basketballs that may hinder your progress!

Escape Hero

Run, Headdy! Get far away from these falling pillars!

Oh no! A robot! A giant red robot!

Avoid the bullets shot from this yellow plane!

Three Friends

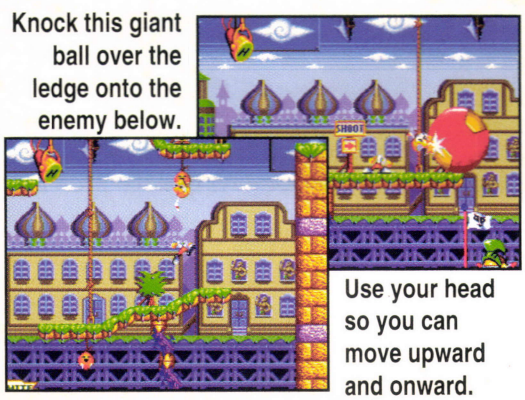
This is just a small area where Headdy can polish up his head-hurling skills.

Destroy the soldiers that march from the sides.

Use your head to climb to the top of this level.

Practice your 8-direction aim and destroy the balls.

Knock this giant ball over the ledge onto the enemy below.



Use your head so you can move upward and onward.

North Town

Hit the tail of this huge Boss. Beware of his stomp attack!

There are two paths to choose from. Use the correct head.

This Mid-Boss is fairly easy. Watch out for his sucking power!

BATTLETECH
A GAME OF ARMORED COMBAT

MACHINE	GENESIS
PUBLISHER	EXTREME
AVAILABLE	SEPTEMBER
THEME	ACTION
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	5
% COMPLETE	100%

OPTIONS

Choose from a total of nine different attacks. You'll also be treated to sound effects and background music. A password feature is greatly appreciated.

ORIGINS

Released as a board game, BATTLETECH later debuted under the title of 'Mech Warrior for the PC and the Super NES, going as high up as a virtual reality game! The Genesis takes it to new heights with its unique style.

STORY

It is the year 3050. The land has been torn apart by warfare that has been taking place for the last 250 years. As the pilot of the prototype mecha-warrior, the "Madcat", it's your job to defend your clan while it's at its weakest point against the inner sphere of mercenaries waiting to fry you.

ALL THE WEAPONS A MECHA WOULD WANT:

HEAVY ORDINANCE

P.P.C.:

Use it against enemy mechs for max. effect.

GAUSS RIFLE:

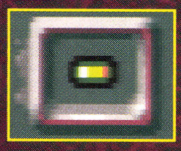
Explodes on impact into deadly shrapnel.

ARROW VI:

Computer guided smart weapons that home in.

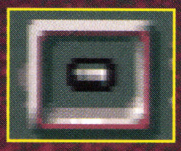
MAIN GUNS

LARGE LASER:



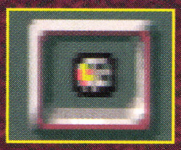
Powerful, but has a very limited supply.

MACHINE GUN:



Great supply of ammunition plus rapid fire.

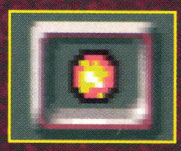
AUTO CANNON:



Rapid firing, exploding shells that explode.

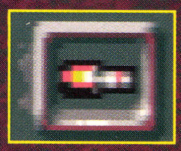
TACTICAL WEAPONS

INFERNO MISSILE:



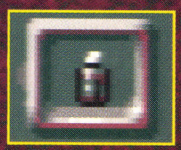
These burst into huge flames upon impact.

L. RANGE MISSILE:



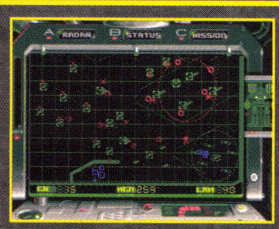
Fire powerful warheads at distant targets.

THUNDER MINE:



Gets rid of any following pests—especially mechs!

Always read each mission carefully before you start, then decide which three of the nine weapons would be the most effective.

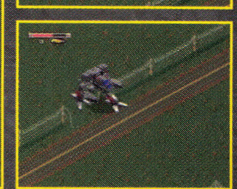


Study your Mission, Radar, and Status Monitors carefully. You can access these by pressing START anytime during the game.

RADAR
STATUS
MISSION
AEROTECH ATTACKS ARE FREQUENT AND DEADLY. TAKE OUT THE AIRPORT IN THE EASTERN SECTORS TO RID OURSELVES OF THIS VICIOUS NUISANCE.

MISSION 1: THE ENEMY COMPOUND

Your first goal in this mission is to take out the enemy radar sites. Watch out because they are protected by a mine field! Take out the enemy aerotech next. Enemy fences are no problem!



MISSION 2: THE PLANET OF SATALICE

Welcome to the planet of Satalice, a major production plant for the hideous Rasashaque. Using an underground passageway, he and his faithful followers have been gathering raw materials to create new types of weaponry. Your assignment on this mission consists of three objectives. Take out both launch sites before time runs out and a new type of mecha equipment is launched; destroy the enemy's Material Gathering Stations that process the raw materials; finally open fire on the mega-important Central Assembly plant and save the planet! No problem eh? There is, of course, one other thing. You have to worry about your enemy mech buddies as well as their platoon of soldiers, not to mention the natural disasters of the planet. Solid steel and boiling lava don't make a winning team.

MISSION 3:
Taking place in a snow stage, watch for slippery ice and other obstacles. Also beware of the slippery areas—you can slide into spikes!

CINEMAS:

MISSION 4:
The enemies here will be camouflaged. Watch out for enemies that come out of caves—you can repeatedly shoot them and seal them up for good.

MACHINE	GENESIS
PUBLISHER	SEGA
AVAILABLE	AUGUST
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	60%

OPTIONS

As of yet there are no options. However, the three-button controller is all you need for Taz to spin, jump, and pick up or use items. The game has no sound test.

ORIGINS

This sequel to the first Taz-Mania (1992) Genesis game joins the ranks of the ever-growing genre of video games based on popular Looney Tunes characters. This one gives Taz some new and improved abilities—like a tunneling skill!

STORY

Uh oh ... Taz has been kidnapped by Marvin Martian and put in a zoo on the planet Mars! However, Taz doesn't like that idea too much, and he plots his escape! Taz must travel through several worlds, using items and his physical abilities to get back home! Can Taz do it?

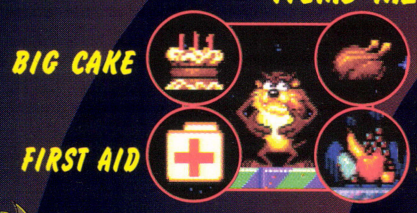
SEGA™ SEGA SEGA

ESCAPE FROM MARS™

STARRING TAZ

TAZ MANIA, 1992

ITEMS TAZ CAN EAT:



SAFE FOODS: Any of the following items Taz can eat and they will increase his life meter by varying amounts.

ITEMS TAZ SHOULDN'T EAT:

NON-EDIBLES: Taz devours everything, but the Cake with a Dynamite stick, the Black Bombs, and the Time Bombs are some items Taz shouldn't eat! They will do him harm when he feasts on them. Use a quick Whirlwind Attack to destroy these dangerous items.

"SAFE" ITEMS FOR TAZ TO DEVOUR:

POTION:

Drink this and Taz gets small (real small).

GAS:

Drink the Gas and breathe the fire.

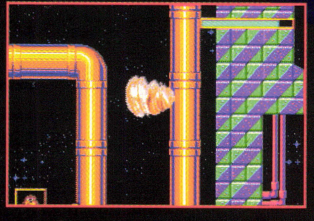
ROCKS:

Eat the Rocks and spit them out at enemies.

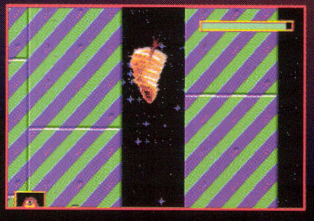
CHECKPOINT: Start at this point in a level when you tag it.

1UP: These Taz icons give an extra life.

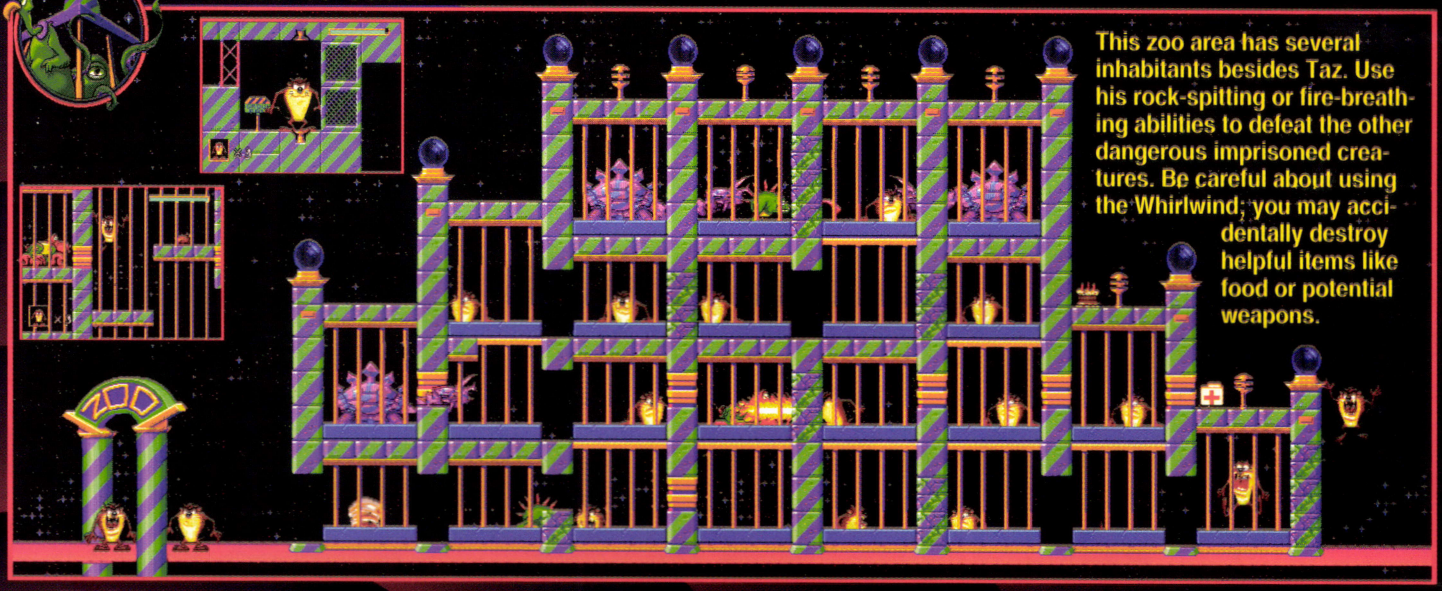
A NEW SPIN ON TAZ'S ABILITIES:



Taz can now spin vertically and even upside-down! He can also move vertically by bouncing off narrow areas.



STAGE 1: MARS



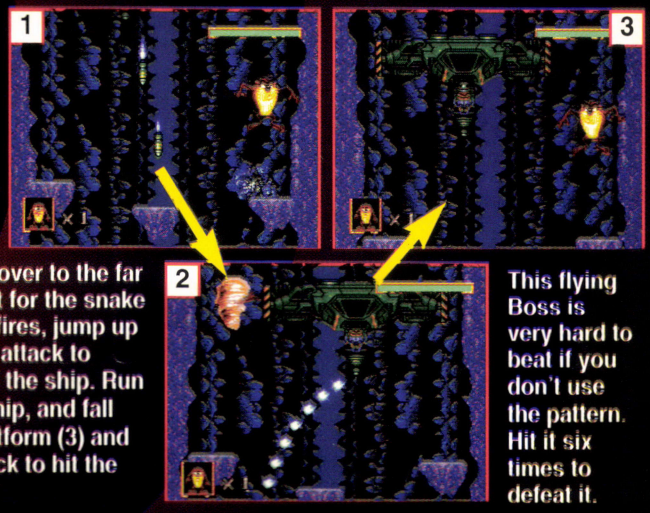
This zoo area has several inhabitants besides Taz. Use his rock-spitting or fire-breathing abilities to defeat the other dangerous imprisoned creatures. Be careful about using the Whirlwind; you may accidentally destroy helpful items like food or potential weapons.

The first stage is an easy one—make your way to the teleporters and smash any walls or enemies in your way. The Boss has an easy pattern: use Whirlwind movements to avoid its trunk which will circle the screen twice—once in either direction. Then avoid the bouncing mines. It will show its eyes which are its weak spot. Hit them four times and this huge enemy will explode.

STAGE 2: MOLE WORLD

Divided into two sections, the first part requires precision jumping over deep pits. The second part has Taz being chased by a giant tunnel machine. Don't let it catch up with Taz—it will be instant death!

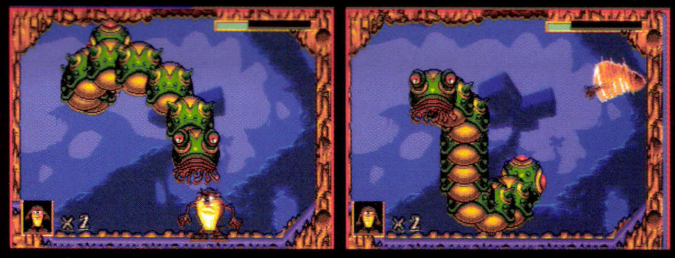
The second Boss is easy to beat if you know its pattern! First, jump down to the three platforms (1) and stand on the far right. Wait for the enemy to launch its missiles and jump them. Then (2) jump over to the far left platform and wait for the snake laser beam. When it fires, jump up and use a Whirlwind attack to bounce on the top of the ship. Run over the top of the ship, and fall onto the far right platform (3) and use a Whirlwind attack to hit the exposed enemy.



This flying Boss is very hard to beat if you don't use the pattern. Hit it six times to defeat it.

STAGE 3: TROPICAL FLYING

Stage 3 is very difficult. The first part involves making your way through a maze, and the second part requires Taz to ride several waterfalls to reach the end. The final part introduces the big mushroom Taz must pick up and spin with in order to fly. There are several hazards while flying that will cause Taz harm and ruin his momentum. Proceed very slowly and carefully. The Boss is a giant worm that can only be defeated by Whirlwind attacking his last appendage. You must cut him down to size to defeat him.



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MEGA PREVIEWS

MICKEY MANIA

THE TIMELESS ADVENTURES OF MICKEY MOUSE

MACHINE	GENESIS
PUBLISHER	SONY IMAGESOFT
AVAILABLE	NOW
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	25
% COMPLETE	85%

OPTIONS

In the Options Screen you can change the difficulty along with the control setting. There is also a sound test and help screen which show you what the icons do.

ORIGINS

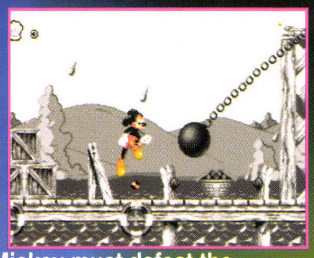
The Mickey Mania game style is very similar to the first Mickey game. This cart is packed with awesome animation of Mickey and all the characters. The colors are great and there are some cool effects never before seen on the Genesis.

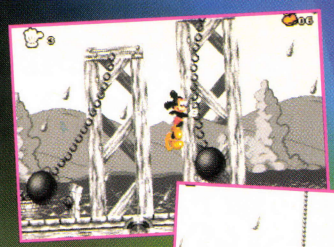
STORY

In Mickey Mania, Mickey takes you through some of his most cherished moments. For example, he must save his co-star friends at the end of all the levels. Throughout the game Mickey has two ways of attacking his enemies; he can either jump on top of them or throw rocks at them.

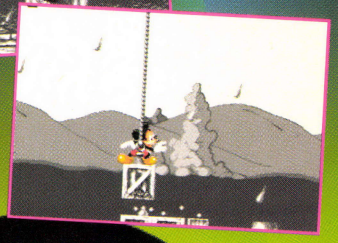
LEVEL ONE: STEAMBOAT

In this level Mickey must travel back to the year 1928 in order to save Steamboat Willie. The level starts out black and white. As you progress, the color starts to be added to the scene. At the end of the level Mickey must defeat the giant crane in order to rescue Willie.

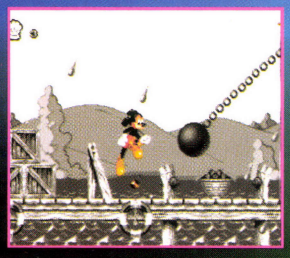




Mickey must jump over the set of wrecking balls here.

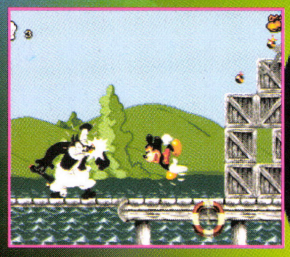


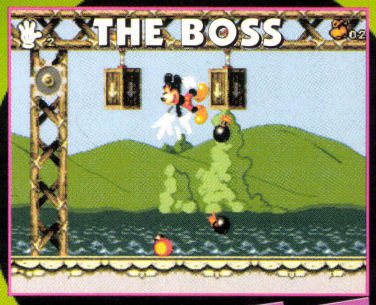
This crane will take Mickey to the next area.



Bounce over your foe to make it across the wall.

Mickey must time his jumps perfectly.



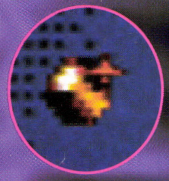


Avoid the falling bombs, and when there is an open point hit the spinning wheels.

HEY LOOK, ICONS:

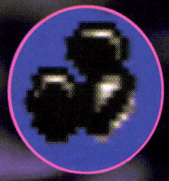
Here are some items that will help Mickey along on his dangerous adventure.

ROCK:



Throw the rocks at your enemies.

EARS:



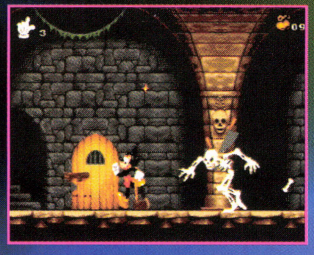
Grab these Mickey ears for a free guy.

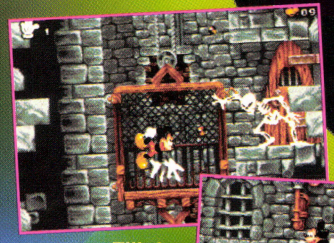
STAR:

The star will give Mickey life back.

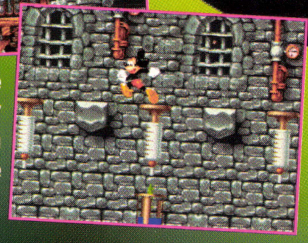
LEVEL TWO: MAD DOCTOR

Mickey must travel back to the year 1933. It seems the Mad Doctor has captured Mickey's best friend Pluto. Now you must go through the Doc's house and lab to find your furry friend. Once inside the house, ghouls and creatures will stop at nothing to destroy you.





Skeletons attack you as you ride up in the big elevator.



Fill the beaker up by jumping on all three plungers.

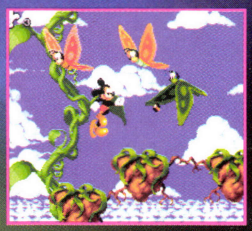
As you walk down the tower falling barrels chase after you.

Swing over the lava pits, to find a bony friend awaiting.

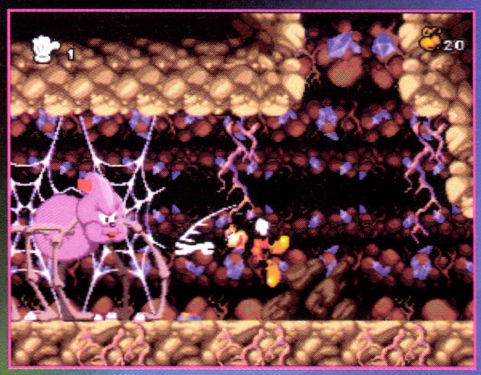
The Mad Doctor starts off by throwing test tubes at you. Hit him from a distance.

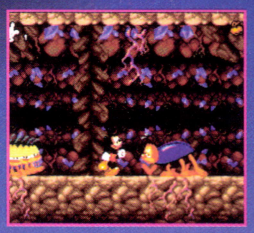
FUN & FANCY FREE:

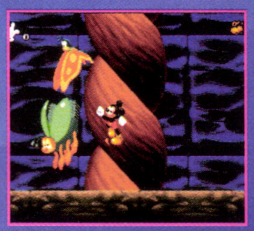
In the Fun & Fancy Free level, Mickey travels back to the year 1947. It seems that a huge beanstalk has lifted Mickey high into the clouds. Mickey must jump from branch to branch avoiding the butterflies swarming the area. Next you'll travel underground where a mother spider is just waiting to get you. Run away from the spider to get back outside. The last area you come to is the giant table, (shown below) it's here where you find Fun & Fancy Free Mickey.



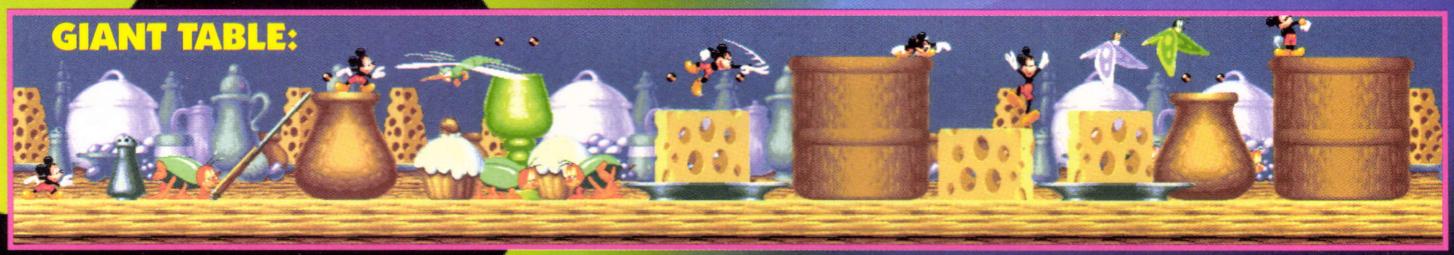
This is a portion of the locations you must travel to in the Fun & Fancy Free level.







GIANT TABLE:



KEY NIA™

ITEMS TO KNOW:

The bag and the hand are located on the screen for you to see at all times. The rockets are randomly located.

BAG:

The bag shows the rocks you have.

HAND:

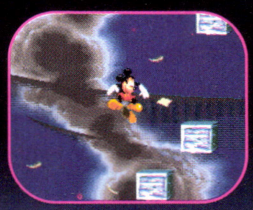
The hand is Mickey's life indicator.

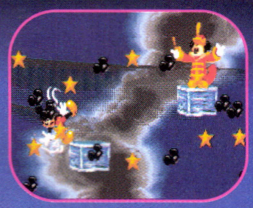
ROCKET:

The rocket makes the level easier.

BONUS LEVEL:

Jump on the moving crates to reach the top.



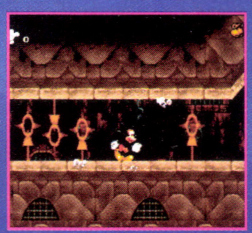


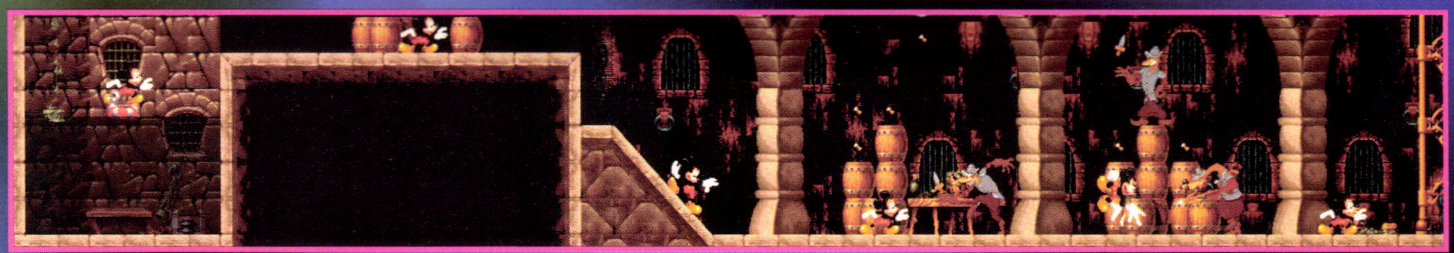
Your efforts will be rewarded if you get to the top.

THE PRINCE & THE PAUPER

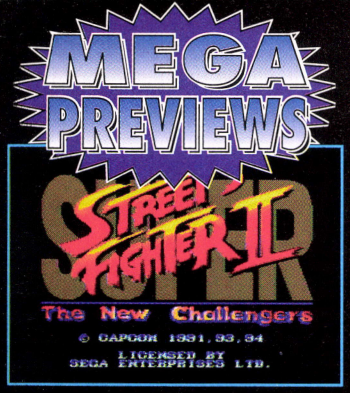
In the Prince & the Pauper level, Mickey must journey to the year 1990 in order to save them. You will first find the pauper at the end of the Library Stage. The prince can be found at the end of the Dungeon Stage. These are just two out of the three stages that make up the entire level. This is more of a thinking level than anything else. Mickey must move objects around and turn on switches in order to get past each stage. You really need to have your thinking cap on here.

Inside the dungeon the guards are just waiting for the right moment to attack.





All Disney characters © The Walt Disney Company.



MACHINE	GENESIS
PUBLISHER	CAPCOM
AVAILABLE	NOW
THEME	FIGHTING
MEGABITS	40
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

There are five different fight game options, in addition to a button configuration. Do yourself a favor and use a six-button controller. Many speeds are included, too.

ORIGINS

The fight goes on (and on and on...). This time there are four new fighters, each with their own special moves. This is the latest in the Street Fighter saga (with SSF2 Turbo probably next for the home system). You know the rest.

STORY

Time to join the Tournament to find out who is the mightiest fighter of them all. This time, the fight has attracted four new fighters (Cammy from England, Fei Long from Hong Kong, T. Hawk from Mexico, and Dee Jay from Jamaica). Pick your favorite and fight!

STREET FIGHTER II: SPECIAL CHAMPION EDITION

Super Street Fighter II joins the other Capcom Genesis game SF2: Special Champion Edition. A great sequel!

SUPER STREET FIGHTER II
The New Challengers

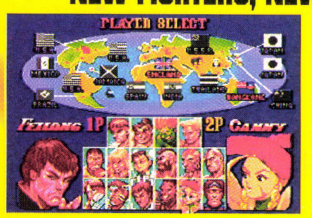
GROUP BATTLE: You and a friend can pick teams yourselves, or, for a true challenge, let the computer pick the fighters for you!

TOURNAMENT BATTLE: In this unique mode, up to eight players can join in the fray to fight it out for the top spot. See if you can come out on top!

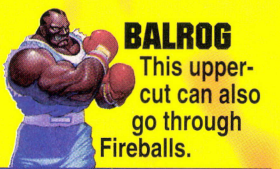
TIME CHALLENGE: Pick your fighter and then pick your opponent. Next, see if you can beat that fighter in a certain time period.

CHANGE THE COLORS: Pick your colors using the buttons.

OLD FIGHTERS, NEW MOVES; NEW FIGHTERS, NEW MOVES



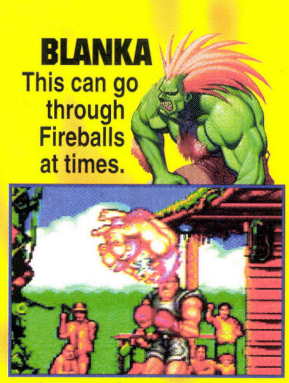
Meet the four new fighters: Cammy, Fei Long, Dee Jay, and Thunder Hawk! They each have their own stages as well. In addition, most of the fighters have a new move or two, and they all have newly-drawn profile pictures.



BALROG This uppercut can also go through Fireballs.

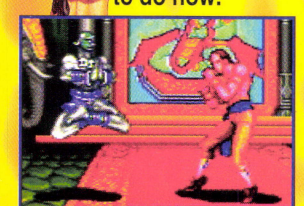
HOLD + PUNCH

BLANKA This can go through Fireballs at times.



HOLD + KICK

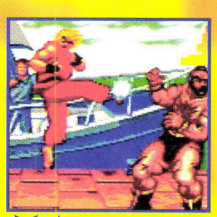
DHALSIM Dhalsim's teleport is much easier to do now.



+ 3 PUNCHES (CLOSE)
+ 3 KICKS (FAR)

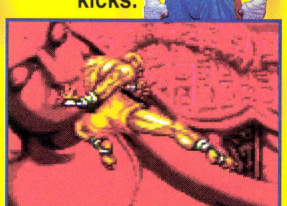
KEN Ken now has a Flaming Dragon Punch with a Fierce Punch and a Hurricane Kick he can angle—just like Ryu!

+ FIERCE PUNCH



+ KICK

SAGAT The one-eyed warrior has new kicks.



KICK BUTTON

CAMMY

Hello, Cammy! The only other female fighter to the SF cast, Cammy is a member of the British special forces. However, her memory only goes back a few years. Something to do with M. Bison...

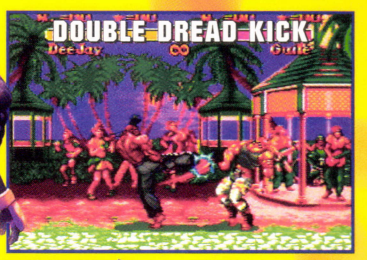
▶▼◀ + KICK

◀◢▶ + PUNCH

▼◀▶ + KICK

DEE JAY

A kickboxer from Jamaica, Dee Jay was practicing one day when he got a special sensation. Now he looks for a new kind of music. Loaded with charge moves, DJ is a formidable fighter.



◀ HOLD ▶ + KICK

◀ HOLD ▶ + PUNCH

▼ HOLD ▲ + PUNCH

FEI LONG

Training in Kung Fu at a very early age, Fei Long also starred in movies, but entered the Tournament to truly prove his martial arts skills. Quick and agile, Fei Long has several lightning attacks with his fists of fury!

▶ + FIERCE KICK

◀▼◢ + KICK

▼◀▶ + PUNCH

THUNDER HAWK

From Mexico, T. Hawk is closely matched with the big boys E. Honda and Zangief. T. Hawk entered the Tournament for revenge on the "Shadlue" Bosses that tormented him.

▲ + ALL 3 PUNCH BUTTONS

360° CLOCKWISE + PUNCH

▶▼◀ + PUNCH

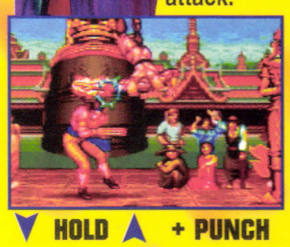
GUILE

Guile has a new roundhouse kick on Strong.

STRONG KICK

M. BISON

The evil one now has an air attack.



▼ HOLD ▲ + PUNCH

BALROG

Go right through Fireballs with this.

▼ HOLD ▲ + PUNCH

E. HONDA

Sumo Drop does one hit.

▼ HOLD ▲ + PUNCH

VEGA

Vega has a new Off the Wall Claw charge move.

▼ HOLD ▲ + PUNCH

CHUN LI

Chun Li's Fireball is now a charge (with a new pose) and she now has a new standing Fierce Kick.

◀ HOLD ▶ + PUNCH

FIERCE KICK

ZANGIEF

Zangief has two new slams, the Siberian is done when close, the Bear when 3/4 a screen away.

360° CLOCKWISE + KICK

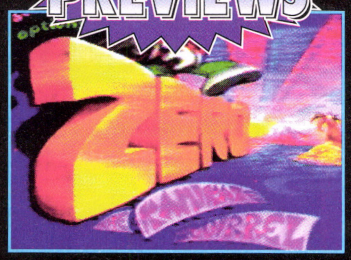
RYU

Ryu now has a Fireball that stuns enemies briefly. He can also do his Hurricane Kick on an angle.

◀◢▼◣▶ + PUNCH

▼◢◀ + KICK

MEGA PREVIEWS



MACHINE	GENESIS
PUBLISHER	SUNSOFT
AVAILABLE	OCTOBER
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	12
% COMPLETE	75%

OPTIONS

This preview is based on a very early version of the game, so it is uncertain as to what options there will be. There is an options setting at the Title Screen, however.

ORIGINS

From Aero the Acro•Bat comes Zero the Kamikaze Squirrel in his very own game! This time you control Zero through several stages of enemies using his throwing stars and Dive Bomb attacks. Stay tuned for more coverage!

STORY

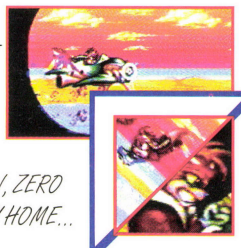
After being defeated by Aero, Zero leaves Edgar Ektor and rushes home to rescue his friend Amy's father from the evil clutches of Jacques Le Sheets. On the way home, Zero is shot down and must fight several enemies to return to his forest and defeat the evil lumberjack!

ZERO
The KAMIKAZE Squirrel

AERO'S ARCH-ENEMY, ZERO, HAS HIS OWN ADVENTURE...

URGENT:
TELEGRAM
ZERO:
THE EVIL LUMBERJACK JACQUES LE SHEETS IS CHOPPING DOWN STONEY FOREST TO PRINT PAPER MONEY FROM STOLEN PLATES. HE HAS MY FATHER.
PLEASE RETURN HOME AT ONCE.
LOVE AMY.

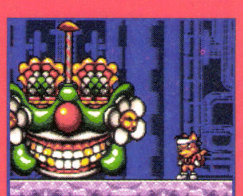
AND SO, ZERO SETS OUT FOR HOME, BUT ON THE WAY HE IS UNEXPECTEDLY SHOT DOWN OVER A DESERT ISLAND! NOW, ZERO MUST FIGHT HIS WAY HOME...



ZERO AND HIS KAMIKAZE ATTACK:

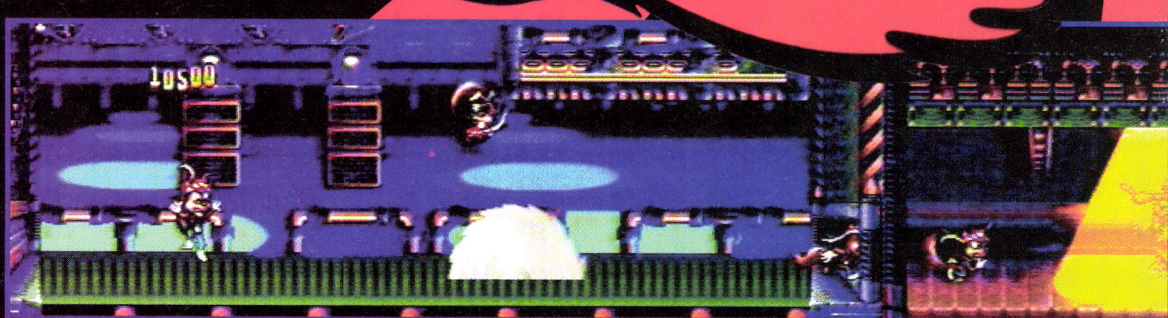
Zero's main move is a Nose Dive attack that can be done repeatedly to cover long distances. He zooms straight down then arcs upward. He is also skilled at throwing stars that are hidden in the levels for him to find.

Fans of Aero the Acro•Bat will remember Zero! He was Aero's rival and was defeated at the end of the game along with his Boss, Edgar Ektor! This time Zero has his own adventure, and this flying squirrel has several attacks, including throwing stars. His Nose Dive can be used repeatedly.

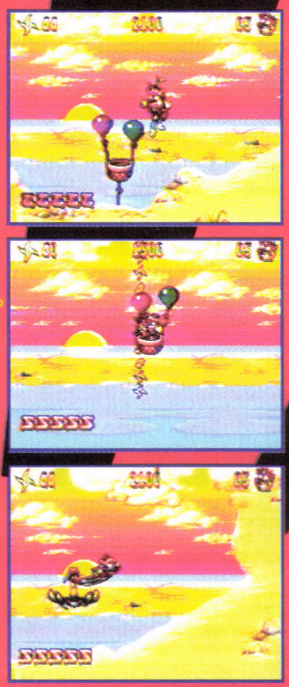


ZERO
The KAMIKAZE Squirrel

GUARD YOUR NUTS!

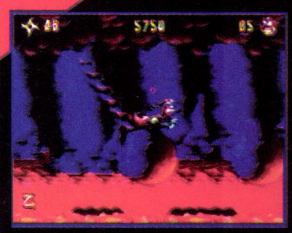


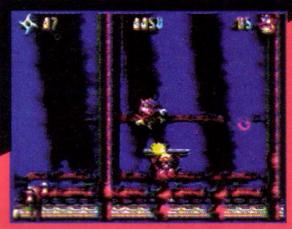
BEACH STAGE:



After being shot down in the opening scene, Zero is trapped on a hostile desert island. Cut the rope under the balloons and jump in the basket for a trip to the sky. Beware of several enemies—like electric eels and obnoxious enemies with buzz saws mounted on their heads—do not try dive bombing the latter! Use the sand dunes to jump up for a nose dive.

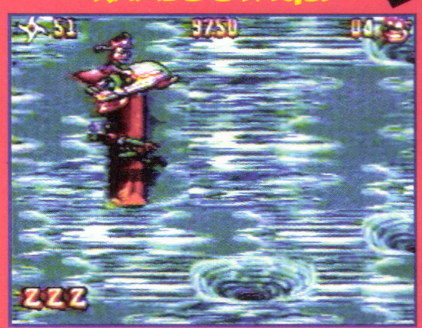
TUNNEL STAGE:



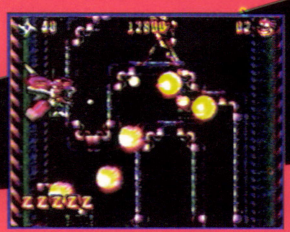


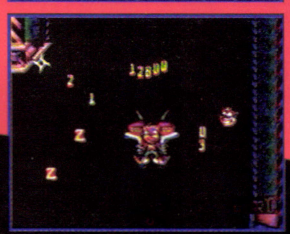
The lava in this underground stage can take away Zero's life with one touch, so look before you leap! Climb to the top of the platforms and nose dive over long pools of deadly lava. Some enemies carry steel girders for protection against dive attacks and must be hit from the side. The Boss is also prone to flying and has his own dive attack.

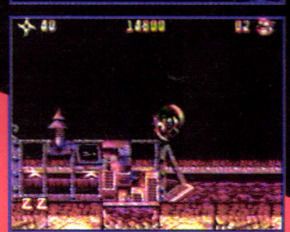
RAPIDS STAGE:



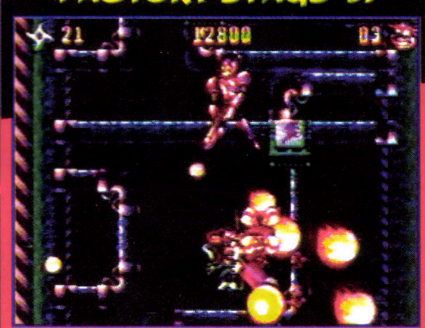
You can also do some driving in this game! A fast-paced trip down the rapids in a speedboat will put Zero's reflexes to the test! Watch out for the whirlpools and rocks as they will do damage to your boat. The logs used for log-rolling competitions must be jumped over as well. You aren't a one-hit wonder here, just make sure to keep track of your hits.



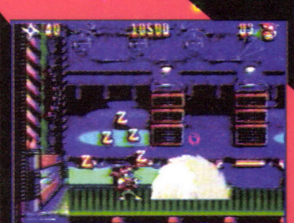




FACTORY STAGE 3:

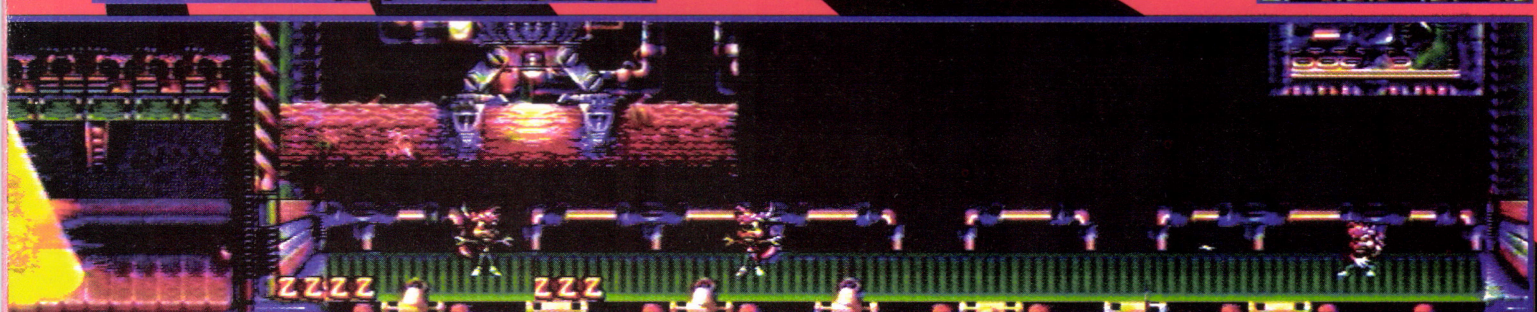


To exit the dangerous Factory stages, Zero must use his trusty rocket pack for a fast vertical-scrolling one-on-one battle! There is an enemy here that uses a flame thrower with wide range. After shooting him enough times, he will burst into flames and Zero can then escape the Factory stages through a hole in the roof at the very top.



FACTORY STAGE:

This stage is divided into several rooms on a moving conveyor belt. Zero must turn off each switch in order to progress. Saws are also a major menace as they come up from the floor and slice and dice anything in their path.



MEGA PREVIEWS

MACHINE	GAME GEAR
PUBLISHER	SEGA
AVAILABLE	SEPTEMBER
THEME	SPORTS
MEGABITS	4
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	90%

OPTIONS

Options for Players '94 include Exhibition, Pennant, and Versus Modes. Other options include team and player edits, number of innings, as well as a playing view.

ORIGINS

Based on the Genesis version and sequel to the previous Game Gear release, World Series '95 follows in the tradition of Sega's quality sports games. Cinematic displays as well as realistic player stats make this game a real treat.

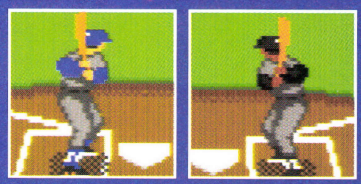
STORY

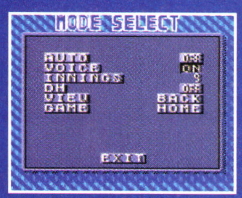
Unless you've been asleep for the last century, you know how baseball is played. World Series '95 holds true to the great American pastime with realistic game play, players, and cinematic scenes. Coaches can even take a time out to relieve a pitcher. Great gaming on the go!

World Series BASEBALL '95

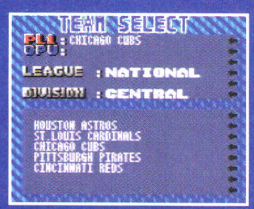
SEGA SPORTS

DIFFERENT VIEWS AND OPTIONS



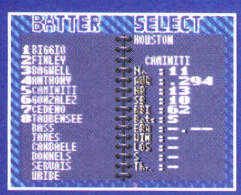


Choose your playing view and the number of innings!



Play any team in the American and National leagues!

Change the batting line-up any way you like!



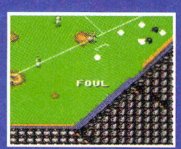
Just like in real baseball, you can steal or pick a runner off base!

Things are looking up in the second inning with the bases loaded and no outs!

Go ahead and jump!

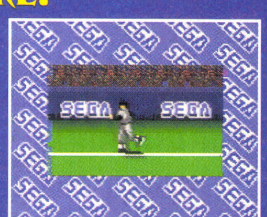
Watch out for the steal!

Realistic player stats!

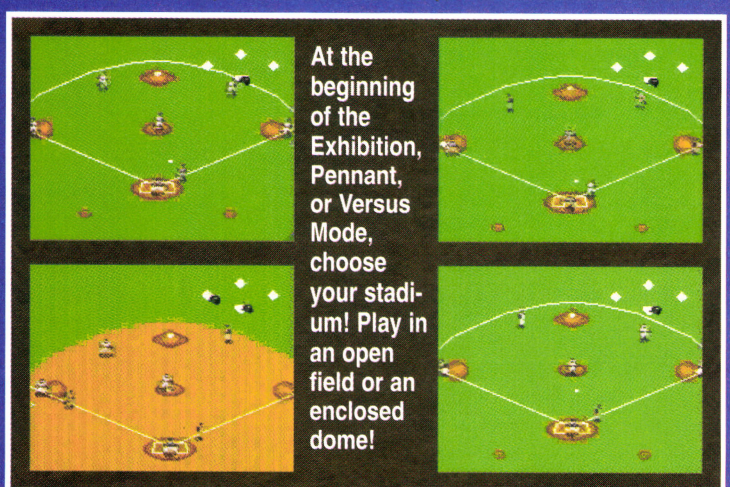


Going ... going ... foul!

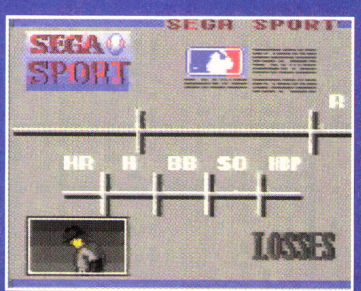
CINEMATIC SCENES ARE EVERYWHERE!



SELECT FROM 4 DIFFERENT STADIUMS!



At the beginning of the Exhibition, Pennant, or Versus Mode, choose your stadium! Play in an open field or an enclosed dome!

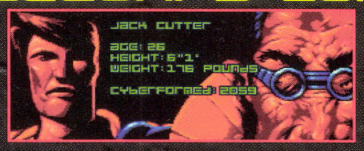


A full game played with no runs, hits, or errors! Of course, it could be a copy of the game.

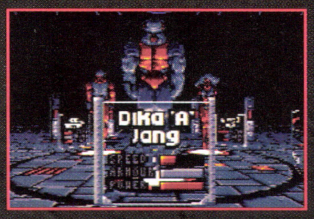
Just like the Genesis version, Players '94 is licensed by the MLBPA!

MAJOR LEAGUE BASEBALL PLAYERS

THE BATTLECORPS COMBATANTS:



DIKA "A" JANG:



A gene spliced poly-morph with a downloaded cyber-psychosis. A heavy hitter, and in a firefight, he's worth his weight in ordinance!

JACK CUTTER:

Cutter spent 10 years in the corps, five as a cyber-formed gun jockey. His biowear has more edges than a battlescaped polygon.

BECKY OJO:

Becky is a kickboxer from the corporate barrio. She's faster than the speed of plasma pulse, and badder than a Yakusa hitster!

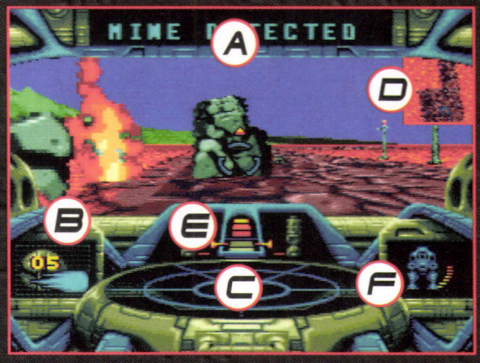
LEARN YOUR MECH:

As a first-person perspective simulator, Battlecorps has several sections that must be constantly monitored as you fight your way through the many dangerous levels.

A. COMPUTER:
The onboard computer keeps you up to date on many important items.

B. WEAPONS:
The weapons surveillance system keeps track of all weapons and their quantity.

C. RADAR:
The most important piece of equipment, the Radar keeps track of all enemies!



D. MAP:
The onboard map keeps track of all the areas that you have tracked.

E. TRANSMISSION:
You have a manual transmission: 3 forward gears, 1 neutral and 2 reverse.

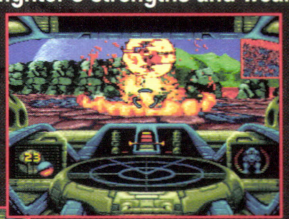
F. STATUS:
The status indicator keeps track of the damage you have taken to your mech.

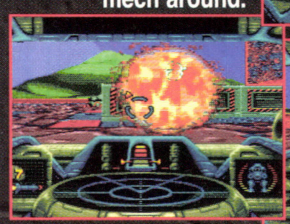
BRIEFINGS AND MORE:
Before heading out to the barren wastelands of some desolate planet, pick one of the three Battlecorps combatants, and head over to the cyber-briefing room to view your mission.

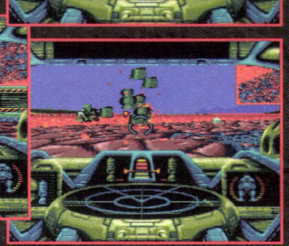
SEVERAL STAGES:

Depending on which warrior you choose, the stages you enter will be different. Learn each fighter's strengths and weaknesses in the various stages.

PRACTICE:
A self-explanatory level, this gives you a chance to sharpen your skills at shooting and moving your mech around.







SNOWFIELD:
In the snowfield stage, your mission is to heat up the switches with your Flamethrower so you can access the bridges.

BATTLECORPS

MACHINE	SEGA CD
PUBLISHER	CORE
AVAILABLE	AUGUST
THEME	SHOOTER
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	95%

OPTIONS

There are three skill modes: Easy, Medium, and Hard in addition to a Practice Mode. You also have a controller config, and you can also turn the music off if you wish.

ORIGINS

The popular mechs of games like Battletech for the Genesis and Mechwarrior for the Super NES get a different perspective on the Sega CD with Battlecorps! This puts you actually behind the wheel of a mech.

STORY

Seat yourself behind the wheel of an armored Bipedal Attack Machine and battle across several texture-mapped moons, with nine Bosses to battle and 30 game objectives. Pick from three fighters, each with distinct battle styles, with 12 different weapons to use in combat.

MEGA PREVIEWS

Soul Star

MACHINE	SEGA CD
PUBLISHER	CORE
AVAILABLE	SEPTEMBER
THEME	SHOOTER
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	26
% COMPLETE	70%

OPTIONS

This is a very early version of Soul Star and no options have been placed in the game yet. It would be nice to have a control setup screen and a sound test, though.

ORIGINS

Soul Star is very similar to StarFox in terms of all the 3-D effects and the incredible scaling in the levels. Soul Star's perspective is second person which places you right behind your ship, which is also similar to StarFox and Silpheed.

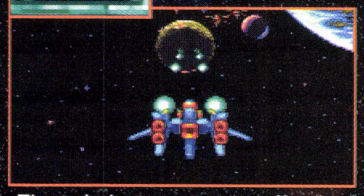
STORY

You take control of one of the strongest fighters in the galaxy. You must blast your way through scores of attacking enemy aircrafts in outer space and on various planets. You are equipped with three main weapons to help guide you through this tricky tactical mission.

YOUR MAIN WEAPONS:

Here are the three main weapons you can choose from. You can use these weapons throughout the whole game, so find the one that fits you the best.

Laser Cannon



The twin lasers are very effective when several enemies attack.

Power Missiles

The power missiles will bombard anything in sight.

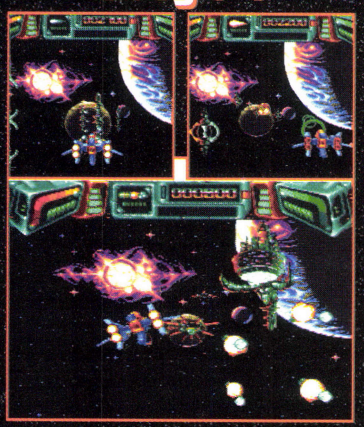
Ring Cannon

The rings are good weapons to lock on a target.

THE BATTLE BEGINS HERE:

This is just a small part of some of the levels you must fight your way through.

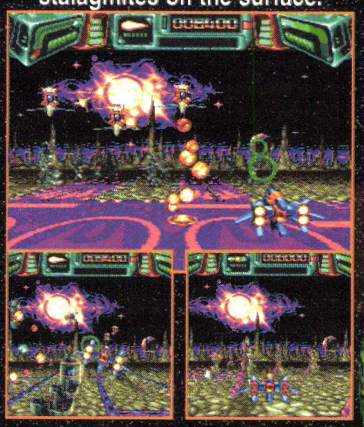
Stage 1



Head toward a planet that appears in the distance.

Stage 2

Be sure to watch out for the stalagmites on the surface.



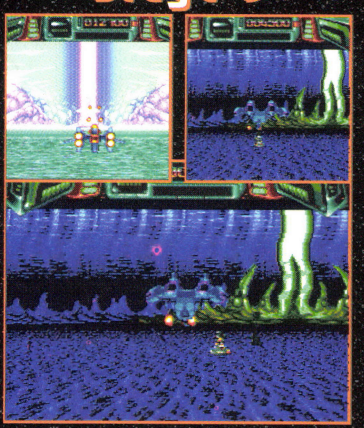
Stage 3

You must fly directly into the center of the mother ship.

Stage 4

This is a free-rotation stage where you take on a generator.

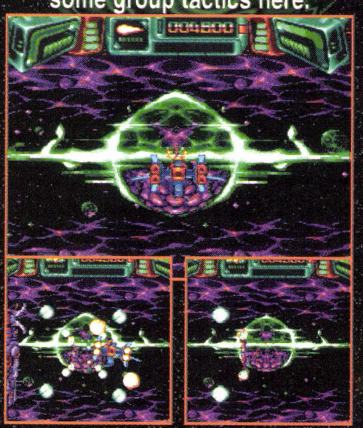
Stage 5



The battle now takes you under the deep blue water.

Stage 6

The fighter will start to use some group tactics here.



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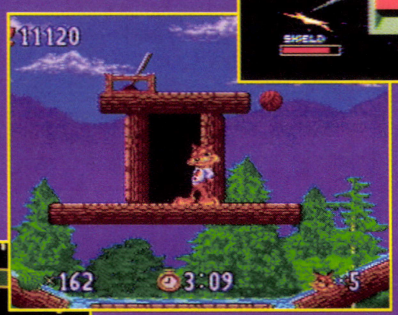

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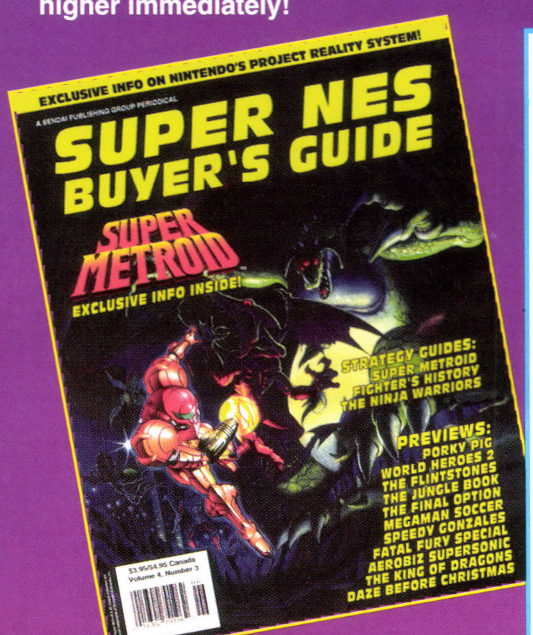

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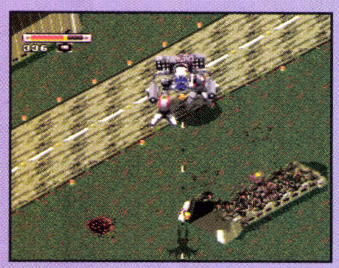
HMPJ5

MEGA REVIEWS!!

The Sega Genesis/Sega CD/Game Gear Resource

The Review Crew's pick of the issue!

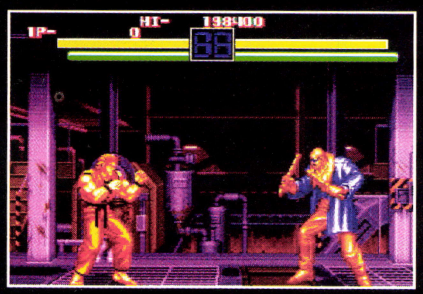
Extreme's BATTLETECH for the Genesis



FEATURING

Art of Fighting, Battletech, Brutal CD, Bubba N' Stix, Fatal Fury 2, Shining Force II, Sonic Spinball, Super Street Fighter 2, Tinhead, Vay, Zero Tolerance.

ART OF FIGHTING



Oh, no, Yuri has been kidnapped! Big mistake, because Ryo, her big brother, is going to unleash his arsenal of pain on the creeps who kidnapped her! Together with his friend Robert, they venture into South Town to get her back.

Sega	Genesis	Fighting	16 Meg	Now

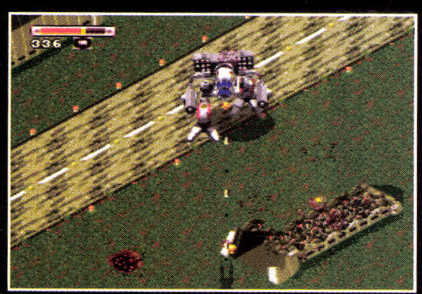
DAVE — The control is near perfect in AOF with all the moves and fighters. This version is closer to the arcade than the Super NES one. It was the music and the voices that really let me down. **70%**

G.O.G. — The moves and characters are reproduced well, but the game was never one of my favorites. I enjoyed the sequel, but don't think this game has the moves or playability to make it last. **69%**

MIKE — AOF is very close to the arcade, with all the moves and fighters intact. The scaling is gone (I really didn't miss it that much), and the voices are distorted. A good fighter nonetheless. **79%**

BART — For an arcade conversion, AOF is pretty darn close with great control and good graphics, but the game is quite old. While this is fun at first, the game wears thin quickly. **75%**

BATTLETECH



Based on the popular adventure game, get ready for the fight of your life when you control a mighty mech through several levels of military objectives. Battle through the snow, jungles, and other combat zones and achieve your objectives!

Extreme	Genesis	Simulator	16 Meg	September

DAVE — The overall look to Battletech is great. There is a lot of detail to the landscape and to your Mech which adds to the realism of the game. The Two-Player Mode is a real plus. **85%**

G.O.G. — As a one- or two-player game this will drive Battletech fans mad. The mechs and graphics are cool but the missions are even better. A good combo of action and strategy. **88%**

MIKE — With two players, this is an excellent action/strategy game! Huge levels (just like in Jungle Strike), and several combat objectives will keep two gamers playing for hours. **89%**

BART — Those of you that have waited patiently for a great action strategy game need wait no longer. Battletech is great for one or two players and will keep you entertained for weeks! **92%**

BRUTAL

A special tournament is being held on an island, and only the strongest fighters will apply. Gametek joins the fighting game arena with Brutal, a fighting game where animals are the brawlers and each has characteristic special moves.

Gametek	Sega CD	Fighting	CD-ROM	Now

DAVE — Brutal is a well thought out game with a good story and impressive animation to the characters. However, there seems to be a lack of game play and technique to keep the game exciting. **72%**

G.O.G. — Brutal has a lot of new concepts in fighting games like earning moves. The playability, however, is a bit sluggish. The story and art of the game is done very well, but it could play a bit tighter. **70%**

MIKE — Brutal is a great idea, but I didn't like the fact you had to acquire special moves. It kind of hindered the two-player fighting because you can't execute just the special moves at will. **70%**

BART — Although it looks like just another fighting game, there are a lot of new techniques employed to make the game fun. However, it just isn't very playable and the animation is choppy. **72%**

BUBBA N' STIX

Your everyday typical truck driver Bubba has suddenly found himself on an alien planet. However, Bubba has made a friend—an alien stick named Stix joins forces with him. Together, they join forces to find out who kidnapped Bubba, and exactly why.

Core	Genesis	Puzzle	8 Meg	Now

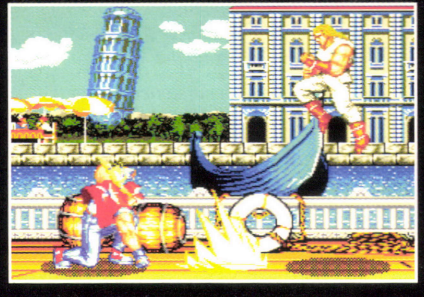
DAVE — Bad control really brings this game down hard. On the whole, the puzzle aspect is cool, but not enough to keep Bubba N' Stix afloat. A good idea, just executed poorly. **62%**

G.O.G. — There is plenty of technique in this game. The puzzles can get quite challenging and might frustrate a novice player. I'd recommend this more to puzzle game fans than action players. **70%**

MIKE — Bubba N' Stix is an entertaining puzzle game, but the control needs a bit more tweaking. This is not a rough-and-tumble action game—it is for more deliberate-paced players. **65%**

BART — Aargh! What could be a really cool puzzle game turns into a frustrating game. If the control wasn't bad enough, the puzzle themselves are quite difficult to solve for beginners. **61%**

FATAL FURY 2



The Bogards and Joe Higashi return, this time with more moves, more fighters, and some really nasty Boss characters! Geese Howard is gone, but an even more evil presence has taken over—Wolfgang Krauser! Can he be defeated?

Takara	Genesis	Fighting	N/A	Now

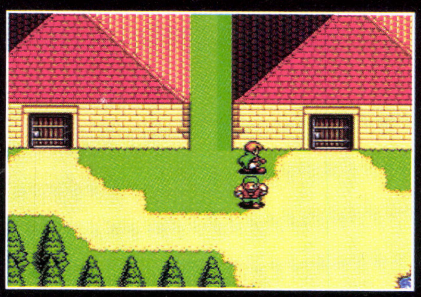
DAVE — This version blows away the first installment. The control and game play is on the money. You can get any move off in a pinch. A great arcade translation to the Genesis. **82%**

G.O.G. — Another great Fatal Fury game. The graphics and sounds are very close to the arcade. It plays well, with the special moves rolling out at the slightest touch. **85%**

MIKE — I found this version of the arcade smash to be very playable. All the moves are there, and the advanced speeds really added to the fun. Takara just keeps getting better! **83%**

BART — This is the best version of Fatal Fury yet! It's extremely playable and the control is great. The sounds are a little bad at first but they don't grate on you. Overall, this is very good! **89%**

SHINING FORCE II



Jippo the thief stole the Jewel of Evil embedded in an old door. Unwittingly, Jippo has broken the seal that separates the town of Granseal from a parallel universe. It's up to Huey, PC, and Sara to save the day with their unique abilities!

Sega	Genesis	RPG	16 Meg	Now

DAVE — 83%

Shining Force II is an improvement over the first one, but to me the story is still not one of the best to make it one of the top RPGs around. There is more to offer this time.

G.O.G. — 86%

It's a good sequel with a lot of improvements over the original but the battle scenes bore me. The fights are far too slow and impede the game's enjoyment, unless you like military sims.

MIKE — 79%

I wasn't exactly the biggest fan of the first one, so that tempered my opinion. Yet I found this one to be more detailed, not to mention bigger, than the first. I guess if you liked the first one...

BART — 81%

I thoroughly enjoy strategy games and Shining Force II is a welcome surprise. The game can be played for days and still not be beaten. The story, control, and action is all superb.

SONIC SPINBALL

Robotnik is back, this time with his Volcano Veg-O Fortress that is turning the forest life into robots of destruction! Only Sonic the Hedgehog can defeat this menace. He must penetrate the defenses of the fortress, which are a pinball game, and Sonic's the ball!

Sega	Game Gear	Action	4 Meg	September

DAVE — 75%

I was disappointed with the Genesis version and was in fear of playing this one. Besides the difficulty of the game, it's a decent title. The levels are huge with responsive control.

G.O.G. — 72%

I'm a big pinball fan but it seems to lose something in the video translation. This is a decent game, however, with big levels and lots of action. It's a fun portable to keep you busy on trips.

MIKE — 78%

Sonic Spinball is decent enough for the Game Gear, but the game is a little hard. The levels and playing boards are very big, giving you lots to explore. A must for Sonic fans.

BART — 68%

Yeesh! Maybe it's just me but this game doesn't come off as well as I had hoped. The scrolling speed is decent and the boards are large, but the control leaves something to be desired.

SUPER STREET FIGHTER 2

They're back! The World Warriors return with three new challengers: Cammy, Dee Jay, Thunder Hawk, and Fei Long. This time, all the fighters have a few new moves, and there are some unique options like Elimination Battles and Tournament fights!

Capcom	Genesis	Fighting	40 Meg	Now

DAVE — 78%

I really don't see 40-Megs here. The control is perfect and the animation is great. It was the lack of detail and colors in the backgrounds and the wretched voices that hurt this cart.

G.O.G. — 88%

Let's face it, SF2 is just the best fighting game around, but it's starting to get tired as it comes out one step behind the arcade version. The options and playability make it a top cart.

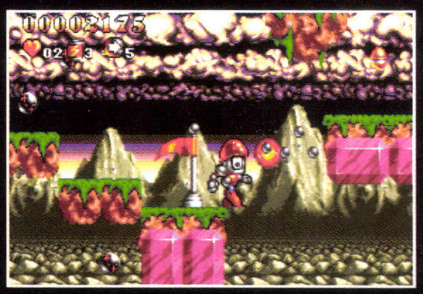
MIKE — 86%

The best thing about this version is the options. The Group Battle is my favorite, especially when the computer picks your fighters. A very good translation, even with the gargled voices.

BART — 85%

Street Fighter 2 is back. Again. This version is very playable and the combos are all easy to get off, but get these fighters a cough drop. They all sound like they have laryngitis.

TINHEAD



The Grim Sludge has sucked all the stars out of the galaxy. Not only that, but the stars are trapped in crystal globes. If the stars aren't returned, the whole galaxy will be threatened by the Cosmic Void. Only Tinhead can save the day!

Spectrum Holobyte	Genesis	Action	8 Meg	Now

DAVE — 87%

Tinhead is one of the most original games I've played in a long time. He has some cool items he can use to help him throughout the gigantic levels and the huge Bosses.

G.O.G. — 87%

This is a cute little action game. The graphics are very good and there are some interesting new techniques. Plenty of new items and original style make this a good cart to play.

MIKE — 86%

Tinhead has incredible graphics, and a main character with lots of cool attacks and animations. The highlights, though, are the Bosses that almost take up the whole screen.

BART — 89%

Wow! This is the Genesis? The graphics are simply incredible with detailed shading and lots of colors. The control is top-notch and the game is just plain fun to play.

VAY

Only the armor of Vay can save the planet Earth from the threat of the evil powers of Danek. You play prince Sandor, who must find the armor of Vay. No problem with motivation—Danek killed Sandor's parents and stole his bride!

Working Designs	Sega CD	RPG	CD-ROM	Now

DAVE — 70%

Vay will keep most RPG fans happy until Lunar 2 comes out. The cinemas are great and the music is incredible. The overall game is a bit slow and graphics are just OK.

G.O.G. — 70%

The cinemas and the graphics are very good, but as an RPG, it isn't one of the best. Fans of the genre should check it out, but unfortunately it won't drag in many newcomers.

MIKE — 78%

Vay has excellent cinemas and sound effects (especially music), and should appeal to fans wanting more RPGs for the Sega CD system. Fans of Lunar should check this one out.

BART — 81%

RPGs on the Sega CD happen once in a blue moon so it's nice to see Vay. The story is cool and should keep you busy for days. The soundtrack is really impressive, too.

ZERO TOLERANCE

A first-person perspective game, Zero Tolerance is much like Doom and Wolfenstein. Huge levels await the weary adventurer with everything from aliens to humans as your opponents! Collect several weapons to blast your way to victory!

Accolade	Genesis	Shooter	16 Meg	September

DAVE — 88%

If given time, Zero Tolerance will grow on you. The weapons are effective and fun to use on your enemies. The levels are very large with a lot of variation to keep your interest.

G.O.G. — 87%

I've always liked the Wolfenstein and Doom computer games so this one felt fun and familiar. The graphics aren't great, but it plays well and is very addicting. Give it a shot!

MIKE — 89%

Zero Tolerance is incredibly addictive! The variety of weapons and excellent sound effects just add to the atmosphere, not to mention the fun. If you liked Doom, look at this!

BART — 95%

Zero Tolerance is a great action game. Where else can you run through buildings blasting everything in sight? The game is quite addictive and is an absolute blast to play.

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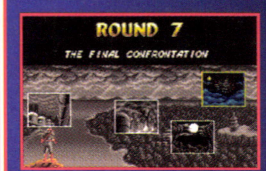
GAME OVER!

SHINOBI III
RETURN OF THE NINJA MASTER

SHINOBI RETURNS!

First there was Shinobi, Shinobi's Revenge, and Shadow Dancer, now comes Shinobi III: Return of the Ninja Master! This time the Neo Zeed crime organization is back in business, and only Shinobi (Joe Musashi) can stop it! Seven rounds are ahead, with a final battle against the deadliest Shinobi of them all—a cyborg who possesses all of Shinobi's powers!

SIX GRUELING ROUNDS AWAIT, EACH WITH A DEADLY END BOSS!



THE FINAL BATTLE:

The last Boss is one of Shinobi's deadliest! He is a deadly cyborg made with Shinobi's chromosomes! He has several deadly attacks, most of which are identical to Shinobi's! If you have enough lives, wear this last terror down with repeated attacks and use your Ninjitsu of Mijin!

THE WING OF DARKNESS BURNS AND SHAKES THE EARTH AS IT LANDS.

THE SILENT WIND GENTLY SURROUNDS MUSASHI AND COMFORTS HIS WOUNDED BODY.

IN THIS WORLD OF CONFUSION, EVIL WILL CONTINUE TO THRIVE AND WILL RISE AGAIN ONE DAY.

WHEN HISTORY TAKES ANOTHER TURN, THERE WILL BE A MAN RUNNING IN THE DARKNESS.

HE WILL BE A SHADOW.

HE WILL BE A SHINOBI.

THE END?

After defeating the last Boss, the battleship will plunge to Earth and explode. Shinobi escapes, of course, and after a text epilogue, the credits roll. However, stay tuned after the credits to see a special message. The saga continues, maybe on the Saturn!

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___Shinobi III: Return of the Ninja Master™(1136) ___Dr. Robotnik's Mean Bean Machine™(1706) ___The Ren & Stimpy Show™presents Stimpy's™Invention (1068)

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